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A NEWSFIELD PUBLICATION
No.85 FEBRUARY 1991

CRASH

MAGAZINE AND CASSETTE £1.85

SINCLAIR SPECTRUM GAMES

TOPS FOR THE SPECTRUM!



FIRST LOOK!

Look out! Behind you! It's US Gold's

GAUNTLET 3 THE FINAL QUEST

SCOOP PREVIEW!

Burn rubber with US Gold's

SUPER MONACO GP

6 BITS OF SINCLAIR SPECTRUM STUFF ON THIS MONTH'S AMAZING POWERTAPE!!

Are you missing your CRASH cassette?! Don't miss out! Ask your friendly newsagent!

1 TRANTOR The Last Stormtrooper US GOLD

2 OCEAN CONQUEROR FAB SUBMARINE SIM FROM HEWSON!

3 NORTH AND SOUTH Rolling demo Infogrames

4 LOOPY ADVENTURE! MORON ATLANTIS

5 MASTER BRAIN POWERTAPE

6 POKEMANIA

EXCLUSIVE REVIEW!

Check your seatbelts, it's

CHASE HQ 2

Ocean's Special Criminal Investigation!!

ARCADE ACTION!

What's worth slotting your precious 10ps into!

PLUG IT IN!

Make your Speccy do whizzy things with hardware!!

WIN A TELLY!!

WIN JUDGE DREDD!!

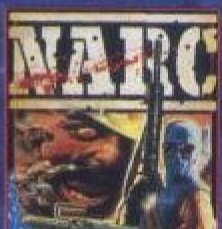
WIN GAMES!!

BACK 2 SKOOL

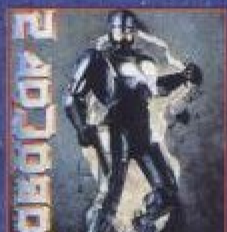
Let your Speccy teach you!

02
9 770954 866038

SPARKS OF

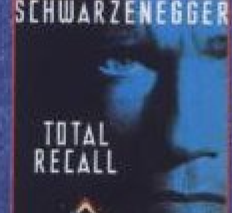


NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



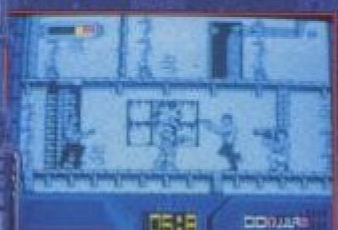
Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.



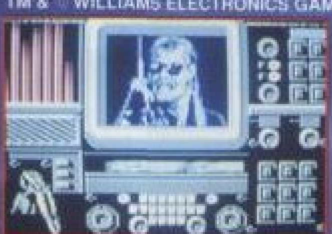


TOTAL RECALL ... How would you ... stole your m... d? As Doug Quai... haunted by ... urring dreams ... Mars. You a... drawn to Rekal... unique trave... service specializ... fantasies int... the minds of th... turn their d... ams into reality... horror as ... ur dreams tu... nightmares. Suddenly your e... y move is dog... assassins, you discover the sur... al truth - "You c... me". Travel to Mars to discover ... our true identity... now a journey of non-stop ac... on, strange mu... vehicles and a startling array of ... weaponry all cap... executed graphics and a game ... ay that complim... of the year's top movie. TOTAL ... CALL... a nightm... the 21st Century.











OF GENIUS

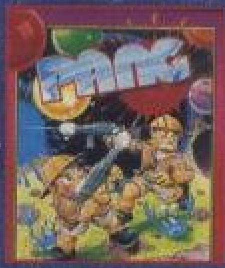
...would you know if someone ...? As Doug Quaid you have been ...urring dreams of another life on ... drawn to Rekall Incorporated, a ...vice specializing in implanting ...he minds of those who desire to ...ms into reality. Experience the ...r dreams turn into hideous ...y move is dogged by would-be ...l truth - "You're not you - you're ...ur true identity - your mission is ...n, strange mutants, futuristic ...eaponry all captured in superbly ...g that compliments the success ...ALL... a nightmare journey into

...S INC.



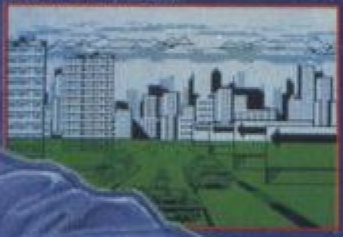


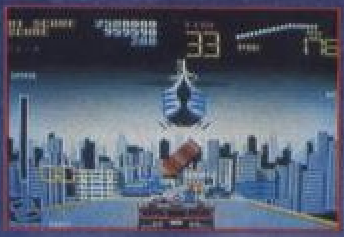
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!



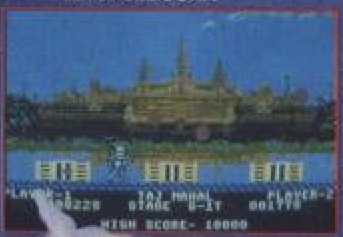
No time for balloonin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

© 1989 TAITO CORP



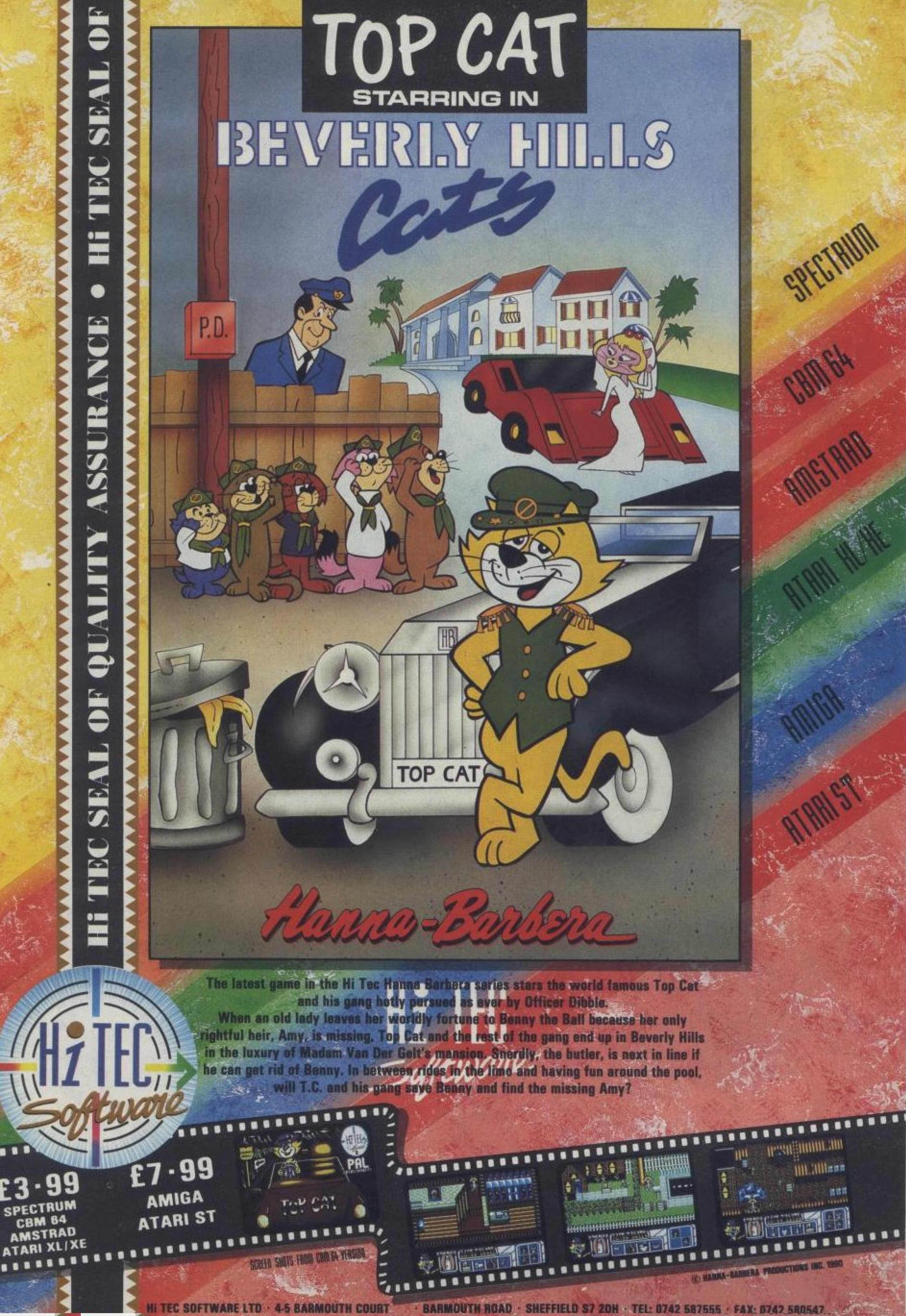


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85

CRASH

CONTENTS



GAME thrills

CHILLS & THRILLS!

It may be the coldest time of the year but CRASH is back in force with the hottest game thrills around! The Speccy had a great Christmas with more Sinclair games being sold than any other format! But what of 1991? Well, you can get the new year off to a fine start because US Gold are coming up trumps with two games to knock your socks off: *Gauntlet 3D* and *Super Monaco GP* — check the power previews for all the hot poop! Until next month, warm up and chill out!!

THRILLS ON TAPE
Where to find the action!

SIDE A:
TRANTOR
OCEAN CONQUEROR
NORTH & SOUTH DEMO

SIDE B:
MORON
MASTER BRAIN
POKEMANIA



Check the inlay for loading instructions.
Should your tape prove faulty,, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC FEBRUARY (85), Ludlow, Shropshire SY8 1JW
A healthy Powertape will wing its way back to you!

TRANTOR

THE LAST STORMTROOPER

● Action packed arcade combat game from US Gold!

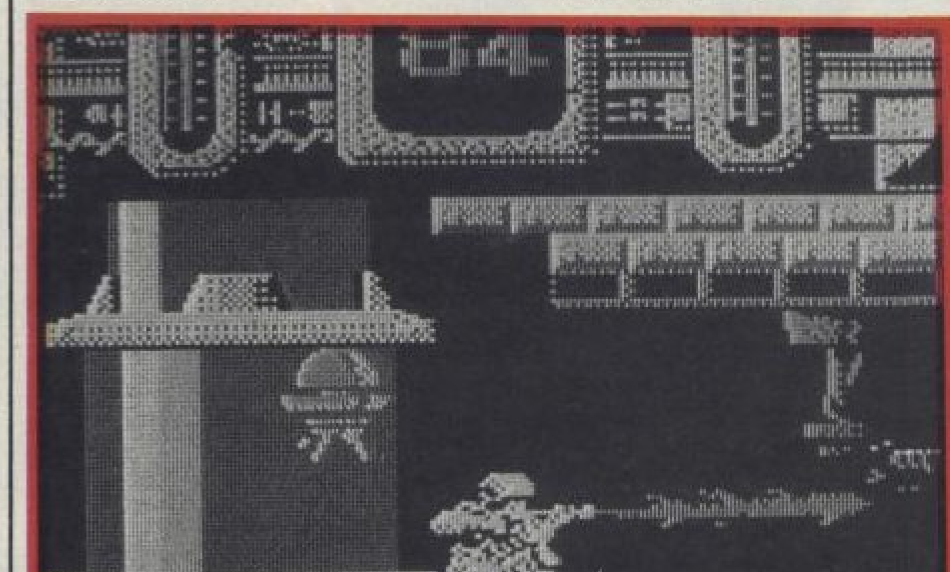
Thanks to US Gold, we've got our hands on the action game that rocked the Speccy graphics world a while ago!! *Trantor* features some of the fastest and most colourful graphics on the Speccy and it's got so much action it'll keep you playing for ages!!

Before you get into the game, don't miss the brilliant animation sequence at the start, or the four-channel music — it's amazing what a Speccy can do when it wants to!

Trantor, the last stormtrooper, has been abandoned on an alien planet. The only way of escape is by activating the main planetary computer held in the terminal building and beaming home. Trantor starts near the terminal building's lift, and to progress further he has to run, duck and jump his way past a load of pounding pneumatic hammers! One false move and it's Trantor — the squashed stormtrooper! Hot on his heels is an army of alien foes: hover droids, robots, and green uglies which can be blasted by Trantor's lethal weapon: the flame-thrower!

Don't get carried away blasting and running — searching lockers is a must (press down to activate). Inside you may find extra weapons, ammo, or supplies — essentials to keep you going!

There are eight terminals in the complex to be located and activated. Each provides a letter which is then made up into a computer-related word. It's that word you have to key into the main computer terminal. A time limit means there is no time for dawdling in any sector, but discovering a letter resets the time clock.

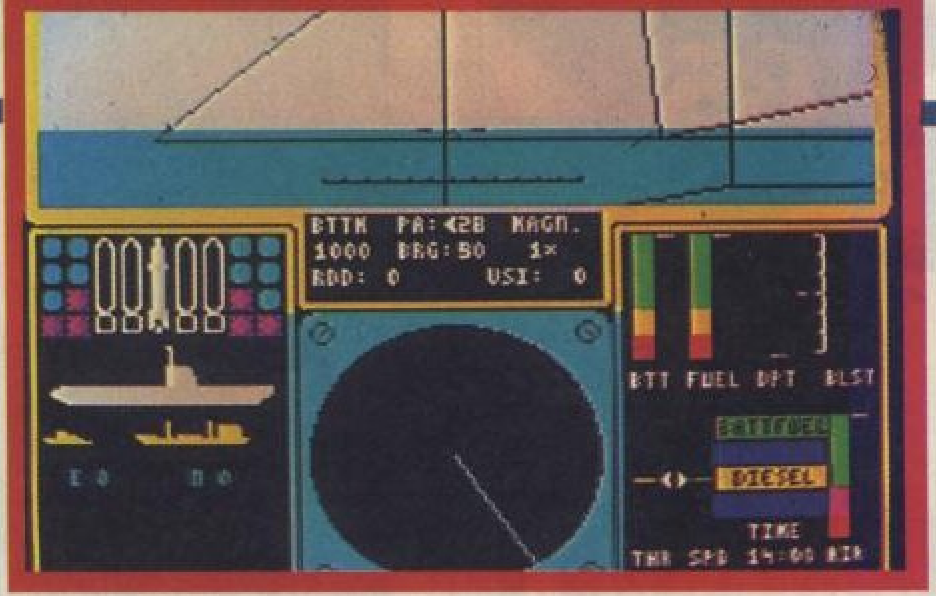


GAME thrills

Having assembled the word, Trantor is given a beam code. Use this in the beam area and he's wizzed off to safety, mission complete! Hurrah for Trantor, eh?

CONTROLS
Keep Trantor in the action using a joystick plugged into a Cursor, Kempston, or Sinclair interface. Alternatively get to grips with the keys which are definable.

OCEAN CONQUEROR



● **Sensational submarine simulation from Hewson!**

★ **'The best submarine simulation to date!' yelled the reviewers a while back when this fab underwater game was released! And now, thanks to Hewson, it's yours to play! Doing the Captain Birdseye bit with a lot of hairy sailors while travelling beneath the ocean waves may not be everyone's idea of fun — but if you're a submariner then it's all in a wet day's work!**

As Captain, Rear-Admiral, Vice-Admiral, or Admiral — the choice of difficulty level is yours — your mission is to destroy four convoys, each consisting of a freighter and two destroyers. These are supplying enemy troops based on islands in the region, and should the supplies get through, you've lost the war. Destroy your enemies and return to dock within 18 hours and you're the victor.

You start in dock on a large island. The speed of the freighters is exactly half of the submarine's but the destroyers are twice as fast as you and usually put the speed on when they're coming in for the attack. However, don't start fighting in dock — as you may seriously damage it. Should the sub need urgent repair (or need to stock up on weapons), travel back to one of the two islands which contain docks where the submarine can be overhauled.

A guidance display shows the distance from the nearest dock once you're within a mile of it. Docking is absolutely perfect if the bearing of the ship is 90 degrees and the values EO and NO are seen. To begin the docking process you have to stop the sub. In the dock the time acceleration mode is automatically activated and repairing and refuelling begins.

TO SEE THE SEA
A variable magnification periscope occupies the top of the screen and allows you to view approaching freighters, destroyers, drilling rigs, lighthouses, docks, and islands. The periscope is useless when fog approaches as it's impossible to see anything! However, the radar and sonar displays provide essential information on nearby targets, and you can use the map (press M to activate) which shows the entire playing area with symbols indicating islands, drilling rigs and all that. Beside the map a table shows the coordinates of the convoys and the docks. When submerged the screen automatically shows the map.

The sub's top speed is a nip over 20 mph, so it's just as well you can travel in accelerated time (DEUS mode) rather than waiting ages for the sub to get across the oceans! However, you can't use it in battle (so make sure it's switched off before firing) and you can't flee in DEUS mode when enemy fire is heading your way.

THE DASHBOARD

A 10 mile-range radar sits in the middle of the dashboard. To help navigation when visibility is clouded this can be activated. For enhanced display press R for range which gives a radar map of five miles. The radar is also helpful for targetting. Your weapons have a range of one to one-and-a-half miles, so using the radar you can decide whether to shoot enemies or move closer.

Above the radar is a rectangular box which shows:
■ **Periscope angle (PA):** Displays the position of the periscope in relation to the bow in degrees with an arrow showing the direction left or right.
■ **Bottom (BTTM):** Displays the distance of the sub from the sea floor
■ **Magnification (MAGN):** Displays the magnification of the periscope
■ **Rudder (RDDR):** The value is shown in degrees with an arrow indicating the direction. To the right is a sign which shows whether the rudder is locked or not. If this function is off the rudder will automatically centre.
■ **Vertical Speed Indicator (VSI):** Erm, speed.
■ **Bearing (BRG):** The direction of the sub

Diving and surfacing is regulated by ballast tanks which contain either compressed air or water, so that the sub rises or sinks. If there's insufficient air for the ballast tanks then the sub cannot elevate to the surface.

On the left of the radar is a display showing the state of the sub and weapons; the four torpedo tubes and the guided anti-missile launcher are displayed above. Under the weapons is an outline of the sub; while it is white everything is OK, but if it turns to red you've failed.

After launching a guided anti-missile you can control its movements by following the target with the periscope. Using a magnification of x2 or x3 helps your aim to be more accurate. If the GAM looks as if it'll miss the target, tilt its nose into the water so you can fire another immediately.

To the right of the radar is the navigational computer display. In the top row are the indicators of the battery (BTT), fuel, hydroplane, ballast water (BLST) and the depth meter (DPTH) (the ballast tanks and the hydroplanes are used to submerge the sub — to learn the process try every key while watching the depth meter and the VSI.

Below these are the throttle, speed and compressed air indicators. The air is used to empty the ballast tanks of the sub. If you run out of air you can't come to the surface again. Between the air meter and the speed indicator are the indicator lamps to show the amount of fuel in the tanks, condition of the batteries, which engine is being used and whether the air compressor is on.

And that's it (Phew! -Ed)!

DON'T SINK THE SUB...
Learn the controls before you dive! Dive! Dive! (Phweeeeep!). This game calls for joysticks and keyboard controls. And there are a lot of them!!

Q/A Throttle up and down. Hold up to increase speed, hold down to decrease and go into reverse
W Ballast water in
S Ballast water out
R Radar range swap
O/P Change magnification on periscope
H Hold
N Motor sound on or off
B Swaps between diesel motor and the accumulator
V Turns air compressor on (note: the diesel motor has to be used to recharge the batteries and to operate the air compressor)
SYM SHIFT DEUS on or off
4 Controls lock of rudder
1/2 Turns the periscope by 1/6 degrees (use **CAPS SHIFT** as well to change by 5 degrees)
M Map on or off

JOYSTICK
left/right Turns rudder
up/down Controls the hydroplanes
fire Launches missile

To fire a torpedo use **9** (with cursor stick or keyboard) or **5** (Interface II or Kempston) key.

When a missile is in the air, the joystick controls its movement: **up/down** for missile up/down. You can turn it faster by pressing the fire key together with the left or right keys.

Happy hunting, captain!

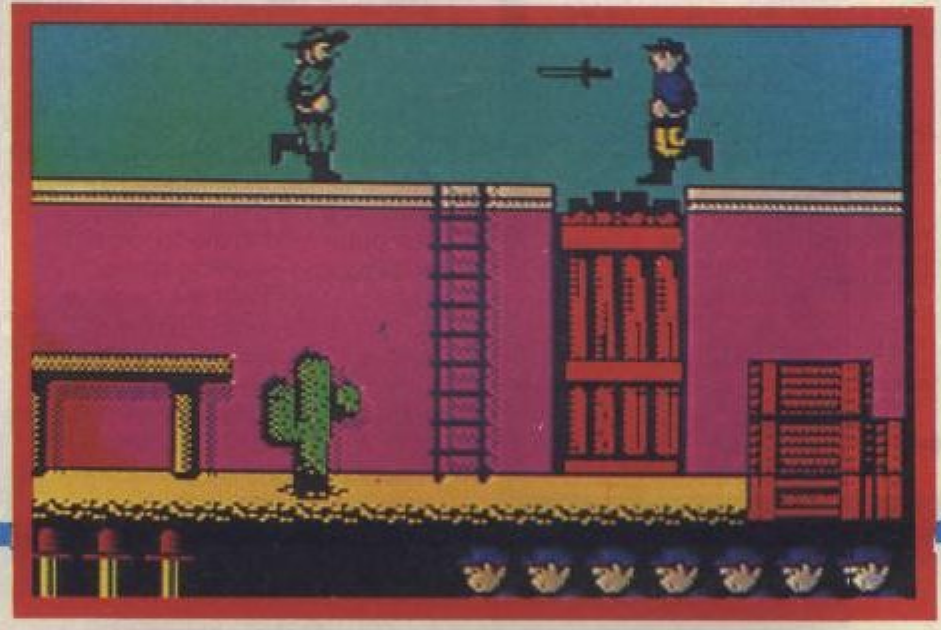
NORTH AND SOUTH

● **Watch this demo from the Frenchies at Infogrames!**

★ ***Oooooooooho!* Yankee Doodle went to town, a-riding on his pony, he stuck a feather in his cap and called it macaroni! Which is a pretty silly thing to call a feather. But there you go, that was life in the American Civil War when the Union and the Confederates were fighting it out.**

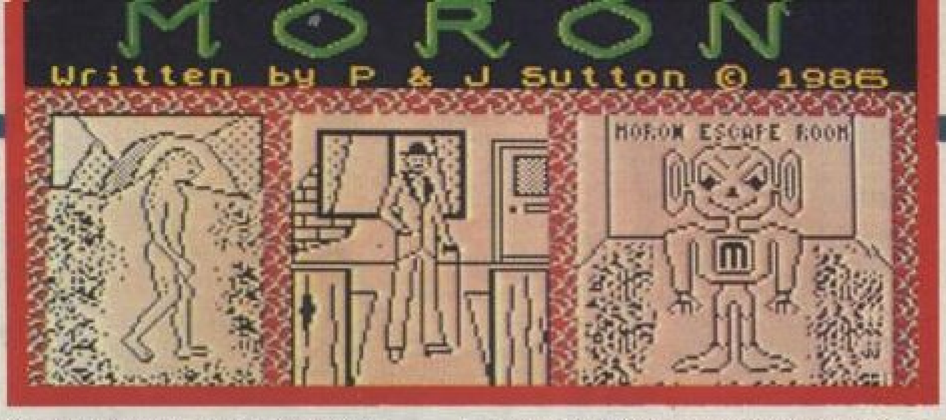
So, what have we got here? It's a rolling demo (ie: you can't play it), and what a jolly little piece of animation and sonics it is. See the General belting through the obstacle-laden scenery! Gasp in amazement as you press the B key and see a different General belt through the scenery! Cry with horror as endless victims get slaughtered with throwing knives! Be stunned as **Scarlett O'Hara** from *Gone With The Wind* doesn't make an appearance! Do you care? (Frankly, my dear, I couldn't give a damn! —the nation). Oh well, that's it then.

■ *North and South* is in your local software emporium now and you can contact **Infogrames** on 071 738 8199.




From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
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STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

GAME thrills



MORON

● Devious adventure game from Atlantis!

There was such a good response from last month's Adventure Trail Special that we've decided to stick an adventure game on the Powertape — and it's a cracker! *Moron* scored 80% when originally reviewed and, if you have the brains, you're going to love playing it!

Many years ago a race of people known as Morons stumbled across the three Pillars of Time. The captain of a Moron space ship, being a sneaky kinda Moron, stole the Pillars and hid them aboard the ship. In revenge the crew killed the captain, but forgot to question him about where he hid the Pillars of Time!

Nonetheless time has gone on and, after drifting through space, the ship is now on a collision course with Earth. This is where you come in... Find the three Pillars of Time (past, present, future) secreted about the spaceship and manoeuvre the ship away from Earth. Can you succeed, or will you just join the long line of Morons who have failed?!

To help you there are nine oxygen cylinders and nine batteries aboard the space ship. You need to maintain your life-support system, avoid setting off the intruder alarm, deal with the Morons' vicious pets and, if you find each Pillar of Time, you have to dispose of the Moron who comes to claim them in a novel and unusual way!

As well as the normal verb/noun commands (like Take Torch, Pull Lever) you can also use the following abbreviations: N (north), S (south), E (east), W (west), NE (north east) and so on for compass directions. Also you can use U (up), D (down), O (open), G (get), T (take), L (look, redescribes current location), and I (inventory, gives information on objects carried or worn).

GAME SAVE instantly saves your current position to the Speccy's memory and GAME LOAD restarts the game from the position you saved. Typing simply SAVE or LOAD saves to or loads from the tape deck. PICTURE ON and PICTURE OFF turns the graphics on and off and HELP might give you a clue, then again, it might not.

WHAT? STUCK ALREADY?!!

Stumped? Confused? Dead?!! You need instant help! We haven't got the space to reel off all the clues here, and it would give too much away. But if you need help you can phone the *Moron* Help Line on 0898 555 086. The clues you can hear on that number should keep you going until the complete solution is revealed next month. Just listen up to the bit you're stuck on and then hang up. It's a telecommunication revelation (ie: completely ace)!!

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.



MASTER BRAIN

● Test your memory with a wicked puzzle from Eric Auterith!

***Master Brain* is another Euro-game, this time from CRASH reader Eric Auterith who lives in Austria! So, c'mon, give yourself a brain drain with the latest Powertape perplexing puzzle game!**

Master Brain can be played as a one or two-player competition. It's based on the card game where a set of cards is placed face down and the players, turning over two at a time, have to find a matching pair. If a match is found those cards are removed and the player has another go. However, if the two cards are unsuccessfully matched the cards are placed face down once again and the next player goes. It's a good card game — but slap it on a Speccy and it gets even better!

Three different skill levels gives everyone the chance to be a winner — the higher the skill level the more cards are placed face down. And to really get you concentrating a Movement option can be activated. If that's switched on the cards slide around after every turn! Blee!

Four graphically different sets of cards are available to play with: **Spectrum Heroes** features stars of classic games (see how many you remember!), **Kids** features things like ice cream and choo-choo trains, **Numbers** features, well numbers and **Colour Master** is the trickiest of the lot with its two-coloured cards. Get you brain in gear and go for it!

CONTROLS

The keys for moving your pointy finger cursor over the cards are: Q/up, A/down, O/left, P/right and M/fire.

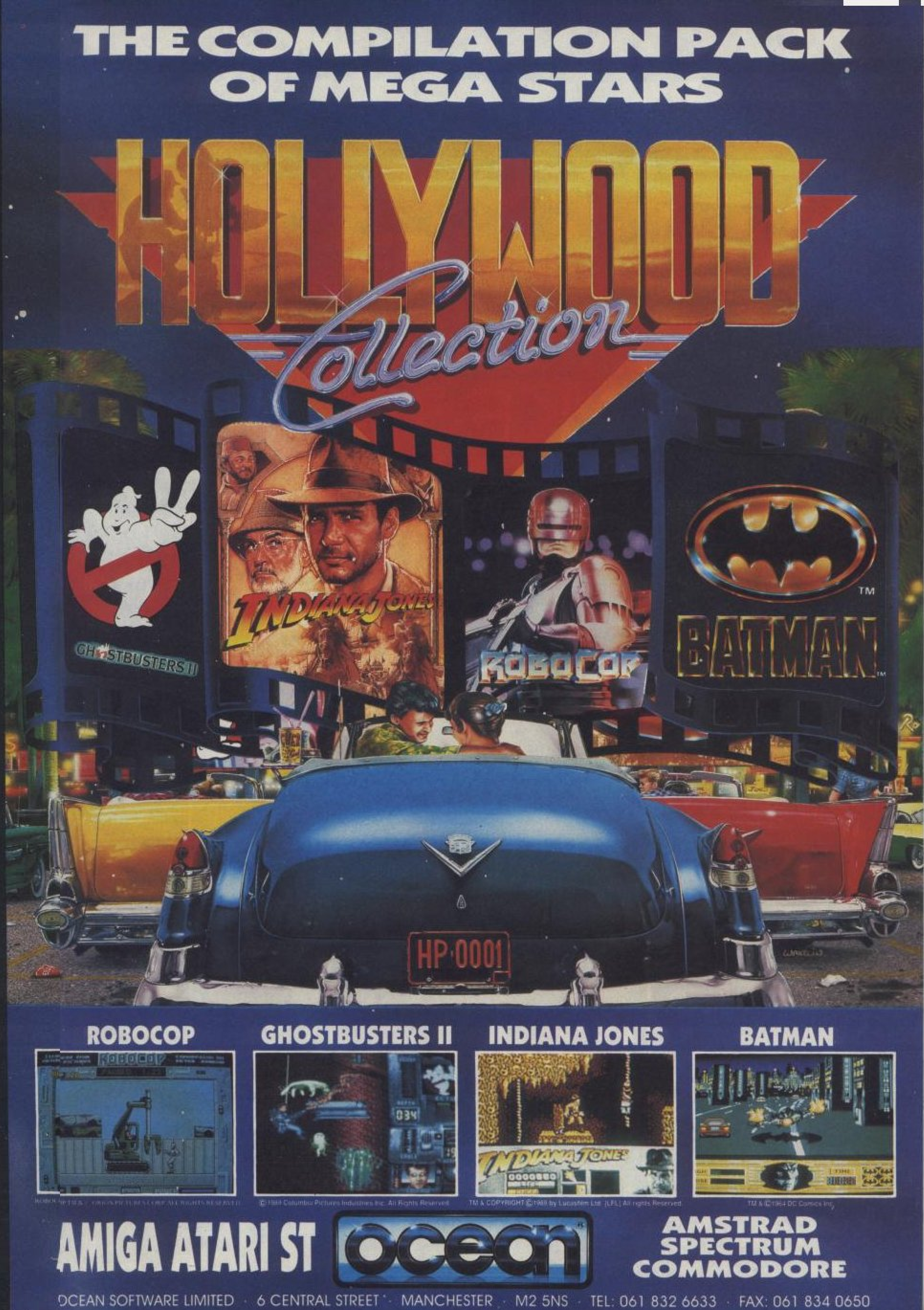
POKEMANIA!

Find out what **Graham** Turbo **Mason** has in store for you on the POKEs front: turn to page 39 and **DJ NICKO**'s tips!

BE A COVER STAR!

Have you written a triff and brill game? Want to share it with the Speccy universe? Well, send it to us, on tape or disk with game instructions, and our reviewers will evaluate it: if it passes their exacting standards, we'll put it on the Powertape, and you get some loot — and quite possibly fame!

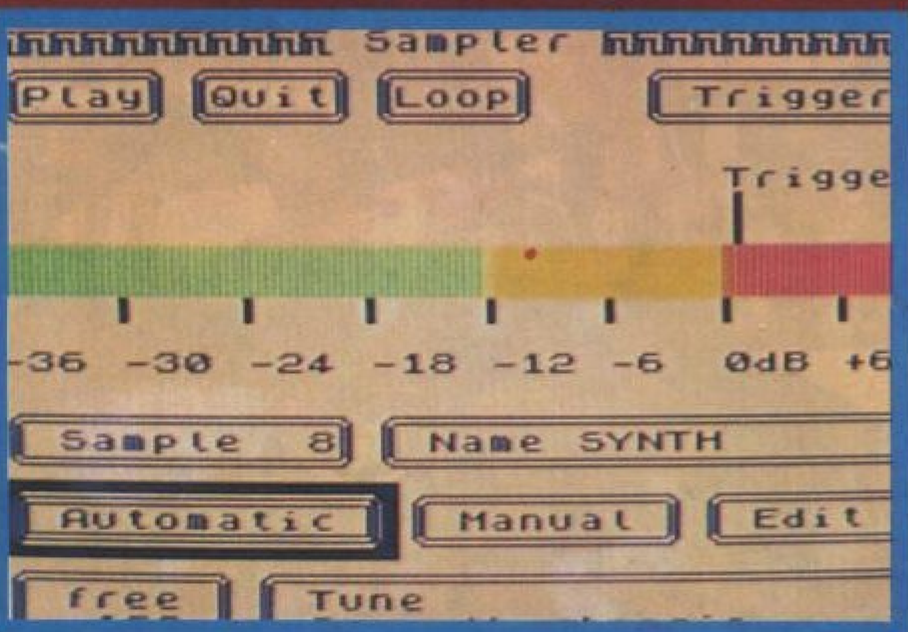
Fill in the coupon on page 25 — it must accompany all submissions!


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OF MEGA STARS
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WE MAKE IT SO HARD

Datel Electronics are one of the country's leading hardware retailers. You may have seen their advertisements in CRASH or may even have bought something from them. If you are thinking of sending off for any of their products in the future WAIT! NICK ROBERTS has checked them out for you first and given marks out of five on the Nickometer!



★ Spectrum sampling made easy with The Music Machine.

The Music Machine £49.99

Making music on the Spectrum has never been an easy affair. The BEEP command is now seen as a joke when you look at what some computers can achieve, but for those who still want to create musical masterpieces on the Spectrum: here comes *The Music Machine*.

● This is a sound sampling system that allows any sound to be recorded and stored in the computer RAM. These sounds can then be replayed either in a keyboard or drum machine situation. The package comprises a plug-in unit that connects to the back of your Speccy, a software tape and a microphone for use in sampling. The unit has a level control, headphone, microphone, audio out, MIDI in, MIDI thru and MIDI out sockets.

The quality of the samples *The Music Machine* can produce is quite good when you think of the limitations of the Spectrum — sample time is very limited though. Writing music has been simplified by using the on-screen facilities. You write as you would a normal song by using notes and bars, and once written, songs can be stored on tape for future use. Making new songs can be done by selecting bars from songs and merging them together into a new composition.

For those with a MIDI instrument, you can connect it to *The Music Machine* and use it to trigger sampled sounds or play a mixture of the MIDI instrument sounds and *The Music Machine* effects. The songs and sounds you can create using this system are hardly **Top Of The Pops** quality but *The Music Machine* does provide a good starting point for the beginner.

NICKOMETER: ★ ★



★ Jeepers, Creepers! It's the Music Machine!



LC200 Colour Printer £239.00

How do you spoil your Spectrum rotten? By buying it one of these super dooper colour printers with software, that's how!

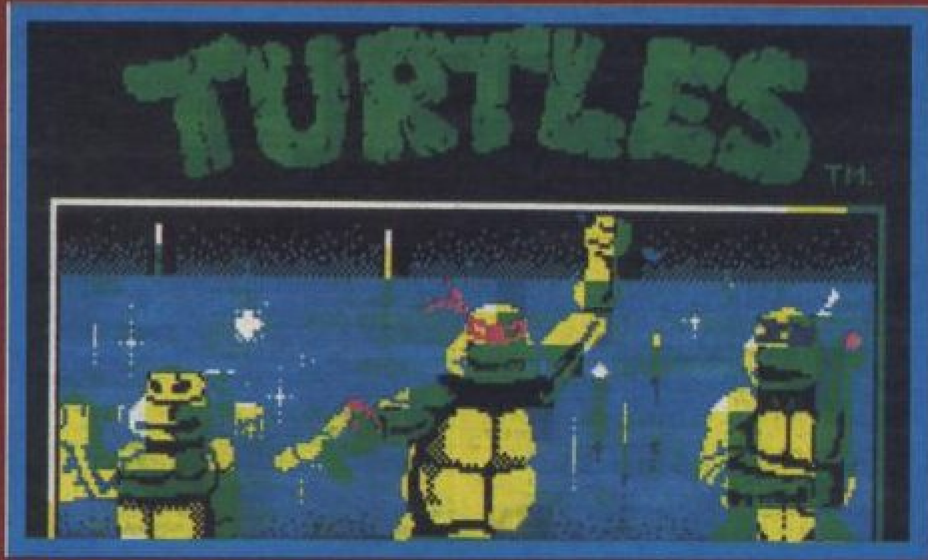
● With the *LC200* Centronics printer you can print out any screen that has been saved on the Spectrum using the SCREEN$ method. The printer goes down the screen line by line printing each colour in turn, gradually building up a picture. This method of printing is time consuming and printouts range from a few seconds to quarter of an hour depending on the number of colours and the detail in the picture.

With the accompaning software you can change the screen you want to print in a number of ways. You can swap the black and white in the picture around, turn brightness off, get rid of the black altogether and even print the screen double the normal size for extra large printouts.

The everyday Spectrum user may find having a colour printer a waste of time. The only real use I can see for it is for computer artists in displaying their work as a hard copy. Of course the printer can be used for normal letter printing as well if you have a word processing package, and a number of different fonts are available. To use it for normal printing all you need do is swop the colour ribbon for a black ink one.

With the printer package you get the printer itself, a Centronics printer interface and the software to run it. There's nothing else to buy. If you've got £240 knocking about and are wondering what to do with it then this is a really good buy.

NICKOMETER: ★ ★ ★ ★

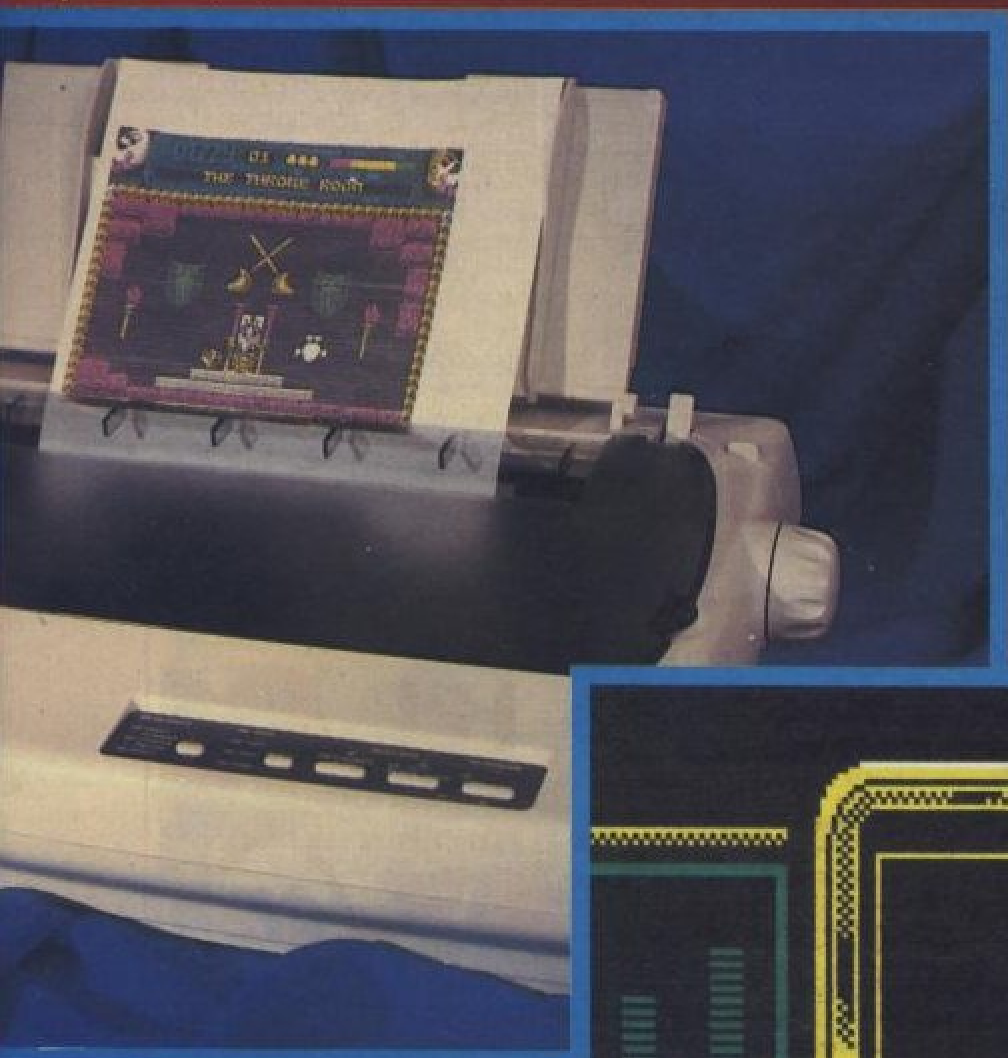


★ Pizzas ahoy man, print out any screens in glorious technicolour!

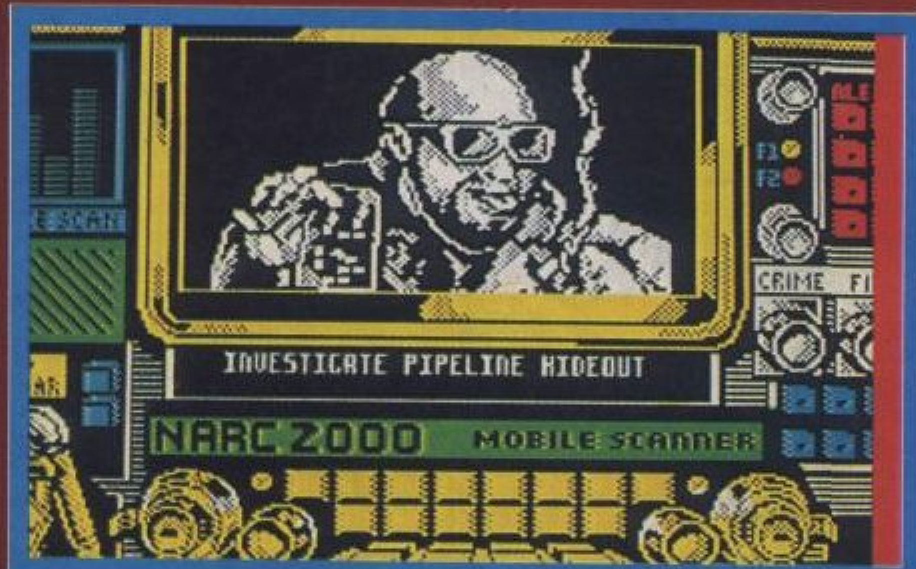


★ Using the software that comes with the LC200 you can change the screen in a variety of ways. Here the black has been taken out.

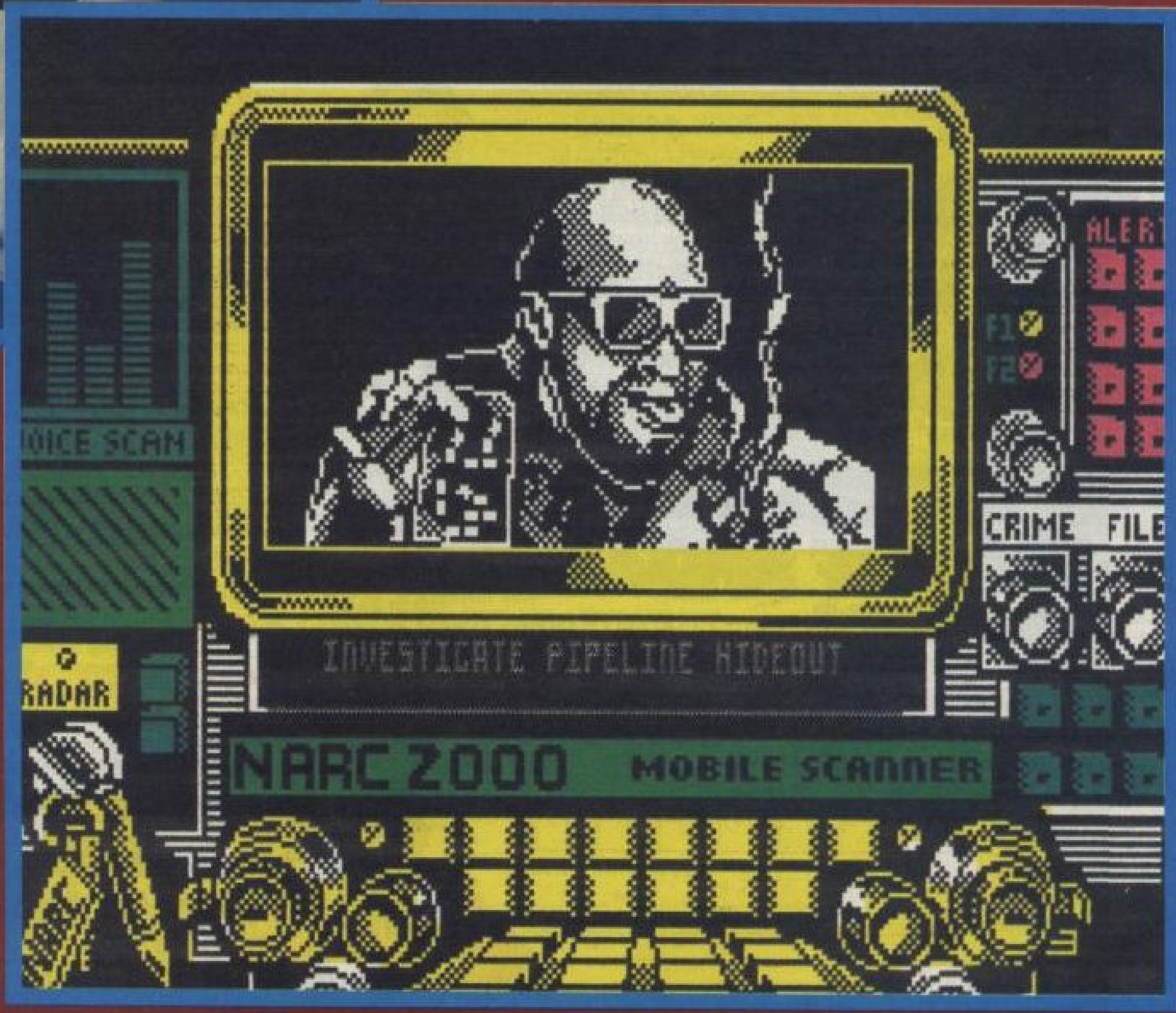
★ How to spoil your Spectrum rotten, an LC200!



★ The original NARC screen shot...



★ ...and here's one I prepared eariler on the printer.



Parallel/Centronics Printer Interface £19.99

One of the big problems with word processing on the Spectrum is connecting the computer to the kind of printers that will give you good quality print. The +3 has a built in printer port, so all you need there is a printer lead but for the 48K/128K/+2/+2A users an interface is what's needed.

● The *Parallel/Centronics Printer Interface* comes as a plug-in unit, connecting to the back of the computer. The lead included in the package connects to any of the top parallel printers. All you do is load in the software and you're away!

So, what exactly can you print from your Spectrum to the printer? You can use any of the top word processing packages (*Tasword*, *Devpac*, etc) to create your documents and then, using the print option, send the information to your printer. You can also print out hi-resolution screen dumps to a dot-matrix printer. For people who want to use their Spectrum as a wrod, erm word, processor this interface is an essential purchase.

NICKOMETER: ★ ★ ★



Ramprint with Ramwrite £34.99

The *Ramprint* is basically the same item as the Parallel/Centronics Printer Interface but with one important difference. It has a built in word processor that can be instantly accessed from BASIC.

● The *Ramwrite* software is not the best word processor I've ever used but it does the job and doesn't cost you anything extra once you've bought the interface. It works without using up any of the computer's memory, leaving it all free for the storage of files. If the thought of having to read through an encyclopedia of instructions before you can start using your new toy is a little daunting for you, then fret no more. *Ramwrite* is controlled using simple, uncomplex commands. The only thing you really need to worry about is how to write!

Ramprint also includes a **Kempston** compatible joystick port so you can blast your favourite games in style. A perfect solution to your word processing blues.

NICKOMETER: ★ ★ ★ ★



★ The mouse with all its accessories, but where's the cheese?

Genius Mouse £49.99

For all you budding Leonardos or Oli Freys comes the best graphics package imaginable for the Spectrum. The *OCP Art Studio* has been around for ages but the whole system is enhanced by the *Genius Mouse*.

● Mice are used on 16-bit computers as standard equipment but with 8-bit machines there's been no such luxury — until now. In the *Genius Mouse* pack you get everything you could possibly want when using a mouse (no I don't mean a cage and a little wheel for it to run around!): you get the mouse in a neat storage box, a mouse holder to keep it in, a rubber mouse mat, and the *Art Studio* software.

I had only ever used *Art Studio* on the keyboard, so using the mouse gave the program a whole new dimension. You can now accurately draw freehand instead of struggling with fingers everywhere. The mouse has two buttons on the top. On an **Amiga** or **Atari ST** they do different things, but the *Genius Mouse* buttons both have the same effect, similar to pressing fire on the joystick. And if you have a joystick then the interface that connects the mouse to the computer has an extra bonus for you, a **Kempston** compatible joystick port.

Any serious graphics artist on the Spectrum should not be without a *Genius Mouse*, it's an essential piece of kit!

NICKOMETER: ★ ★ ★ ★ ★

THE 1990 ATARI ST PRODUCT GUIDE

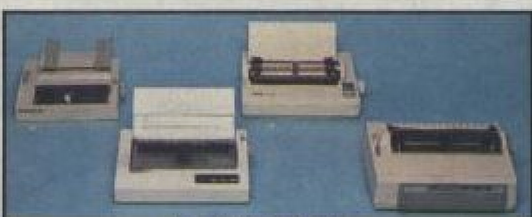
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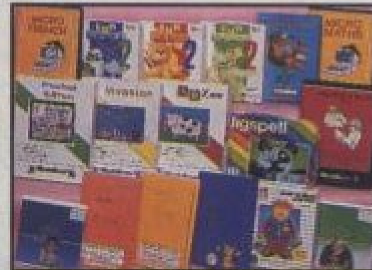
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PREVIEWS

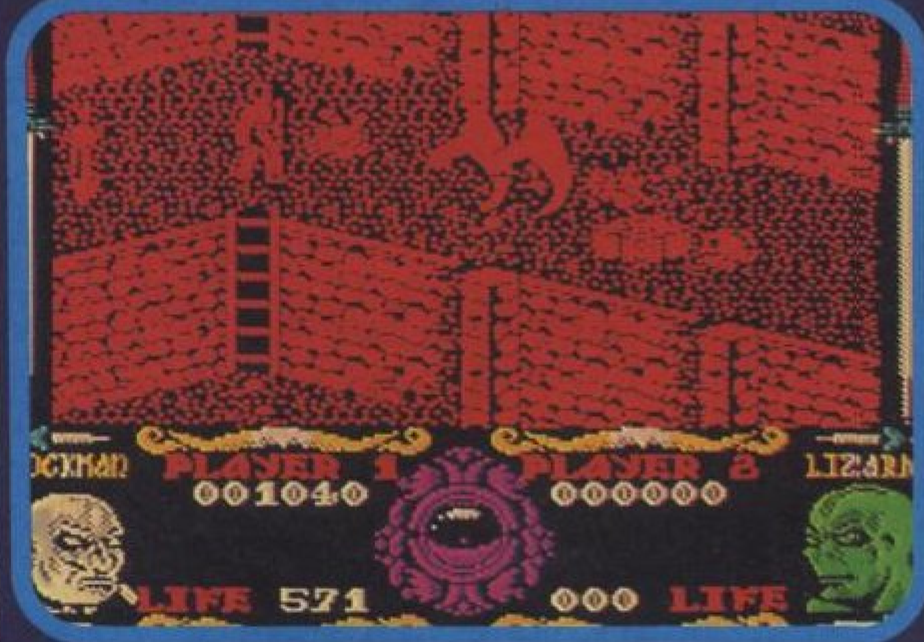
LET'S FIGHT!

***Gauntlet*, the classic multi-player arcade game, is coming back with a vengeance and a new angle in US Gold's spring line-up of power packed games. Take the ghoulie-infested dungeons, add a whole extra world beyond those dungeons, plonk in an arcade adventure element, turn the old 2D overhead view into isometric 3D and you've got a sniff of what *Gauntlet 3 — The Final Quest* is going to be like! RICHARD EDDY went ghost bashing.**

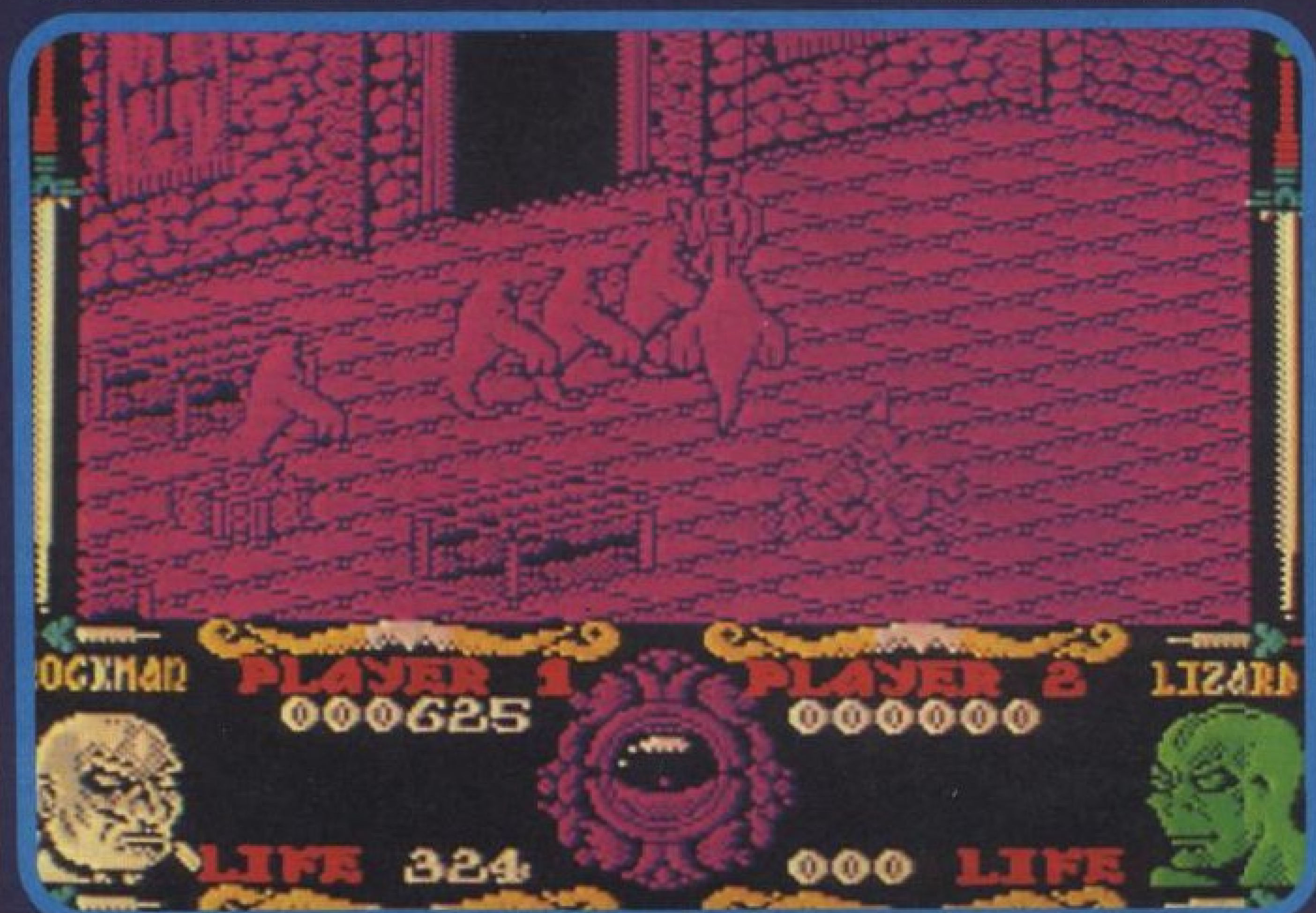
● Cor! I remember *Gauntlet* — it was ace! It was one of the first big-name arcade licences and gave **US Gold** a red-hot number one for Christmas 1986. The arcade game is a classic piece of machinery: it has a huge cabinet with a control deck that spreads out like a table. Mind you, it does have to accommodate up to four simultaneous players! Each player takes control of a mystical hero — you could chose to play **Thor** the warrior, **Thyra** the valkyrie, **Questor** the elf or **Merlin** the wizard and each character has their own special powers. I remember there was always a huge argument about who played which character — everyone belted across the arcade to grab control of Thyra or Thor but no-one ever wanted Questor. Although a speedy chap, he was a bit of a short ass and didn't really fit the hero image. But then, as they say, you should always look after your 'elf! Haw! Haw!

Five years on and the big G is back in its third incarnation (*Gauntlet 2* was just more of the same, really) and this is going to be big! Programming company **Software Creations** is the creative force behind the game which **US Gold** hope to publish in March. *Gauntlet 3* is a completely original game, designed especially for home computers. So, don't rush down to your local coin-op emporium for a game, 'cos it ain't there!

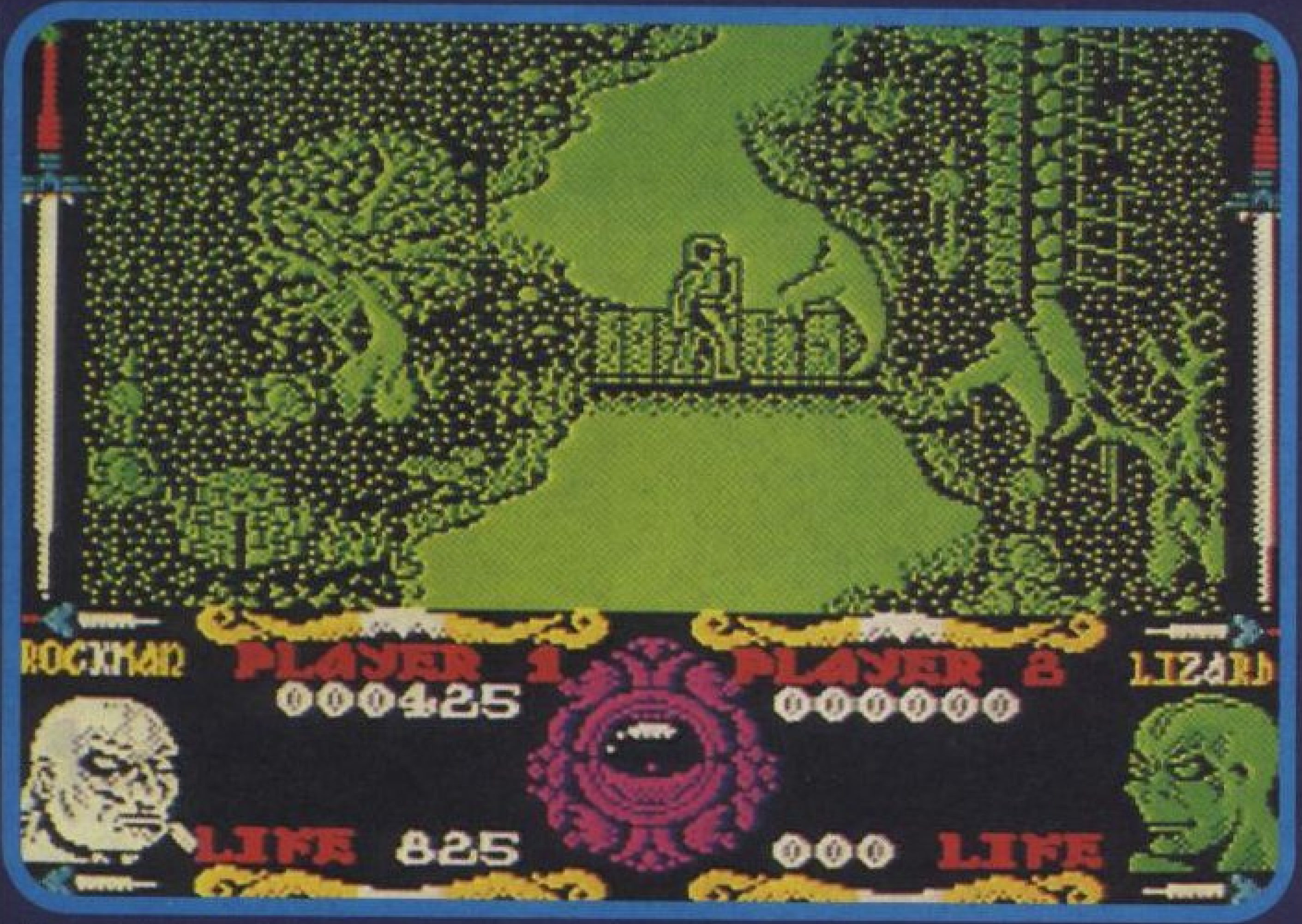
Joining Questor, Thyra, Thor and Merlin are four new heroes ready to chuck down the gauntlet to fight the forces of evil: **Lizardman**, **Iceman**, **Rockman** and **King Neptune**. Like the original Speccy version of *Gauntlet* you can play on your own or rope in a mate to help, each



★ Oooo! Well I never! The hut leads into a whole new set of locations, the first being this red cavern



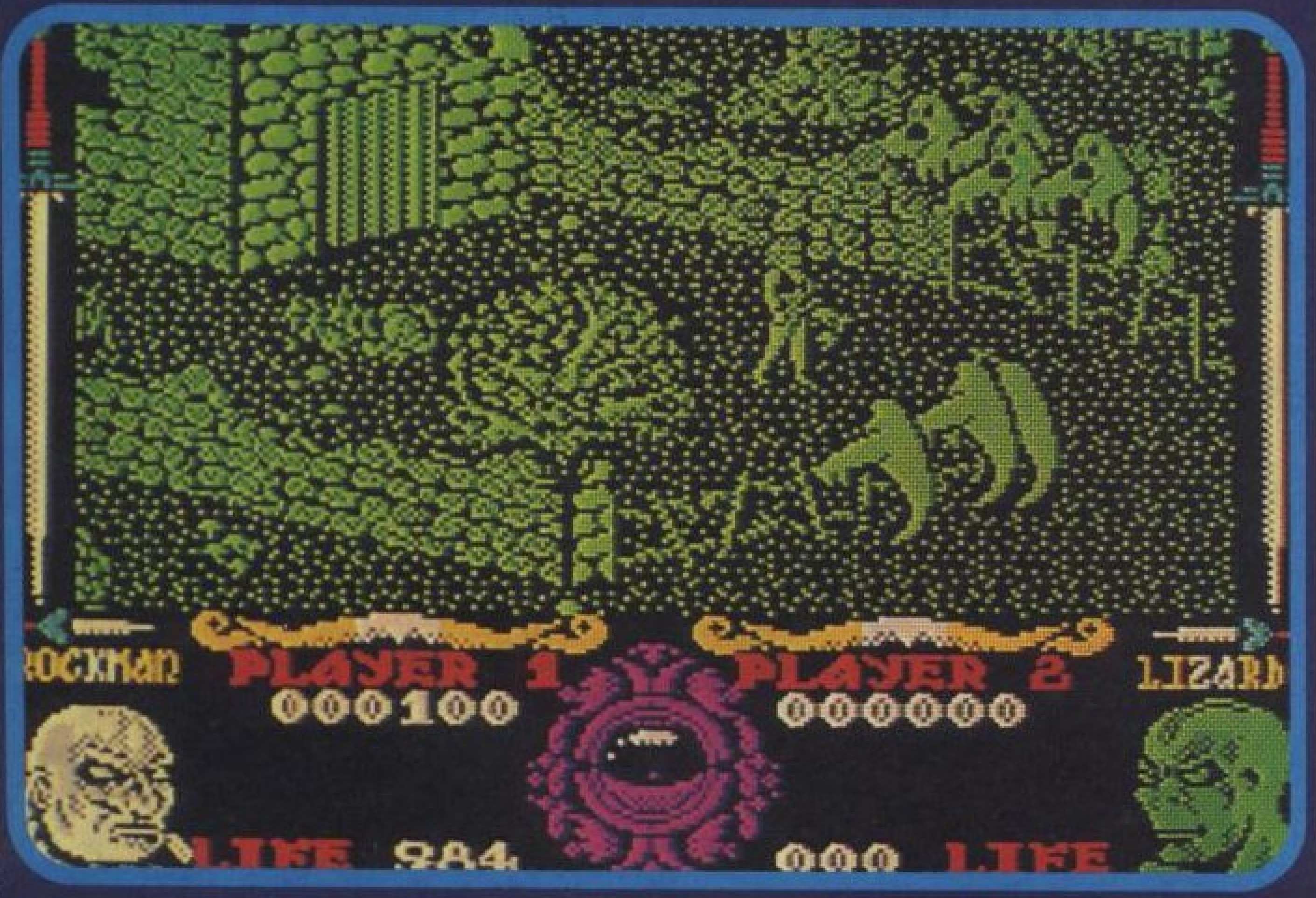
★ A gloomy castle is one of the smaller interior locations, but there are still loads of enemies to watch out for.



★ Iceman stands on the forest bridge, the beginning point in the game.

taking control of your chosen character. All are equipped with their own suitable weapon (Thor has his axe, Questor has a bow and arrow, Neptune has a trident and so on...) and they're going to need them! The eight-way scrolling scenery is packed with opponents. Some you'll recognise from *Gauntlet*, like the ghosts, lobbers, grunts and Death, but **Software Creations** has dreamed up a few new creepies to haunt you: programmer **Dean Belfield** isn't saying what they are yet. The range of opponents vary in their toughness. Some can be killed with a single shot, some need a few more and with Death the best plan is just to leg it! Ghoulies come to life from blocks on the ground — as long as the block is still there the ghoulies keep coming. However, if you can get close enough, the block can be destroyed preventing any further creepies from emerging.

★ Seven ghosts chase Thyra in the graveyard — could that hut provide a hiding place?



Magic potions, as in the original game, are there to help. Just as the enemies, some potions are taken from *Gauntlet*, like the smartbomb and the invisibility magic spells but new ones will be added. Again, Dean isn't revealing anything (he probably hasn't dreamed them up! —Ed).

INNOVATION

So, what about the main point of innovation in *Gauntlet 3* — the 3D? Quite honestly, it's completely brilliant! The scenery graphics are incredibly detailed and there are plenty of them. Surprisingly, when the enemies attack in force, which can be up to about ten or 12 on-screen at one time, the animation is very speedy! Dean Belfield reckons the eight-way scrolling routine, created specially for *Gauntlet 3* is the fastest and most efficient ever seen on the Speccy. Though there's a hefty price to be paid for such a speedy routine: it eats memory! Dean says because of this, fitting the actual game in was a nightmare, especially as he's expected to produce a 48K version as well!

Eight new lands form *Gauntlet 3*'s magical world and the playing area on each is massive. Not only are there the main eight landscapes but within each are four or five smaller interior locations to explore. Your adventure begins in the **forest** (level one) which leads into the **mountains** (level 2) and through into the **swamp** (level three). Level four is set in the burning heat of the **volcano** and you can cool down in level five in the **Sea Kingdom**. The **Lost City** and the **Ice Kingdom** make levels six and seven and the ultimate challenge lies in the devilish **Magic Kingdom** level.

Progressing from level to level becomes more difficult as you go — the attackers don't just become more vicious but the puzzles become more tricky. Puzzles? Oh yeah: whereas in *Gauntlet* it was simply (!) a matter of killing everything and picking up a few keys to escape from a level, to leave a level in *Gauntlet 3* a task has to be completed. This puzzle element makes for a more involved adventure game than the old arcade style of action. For example, in level three's swamp lands your task is to collect and use the necessary objects to build a bridge across the treacherous areas of the swamp. Fail and your hero could get that sinking feeling!

Gauntlet 3 is certainly going to be a huge hit when it's released — it's got all the hallmarks of a winner and there are still, at the time of writing, another four months of development to go! It already looks like it's going to be the best arcade adventuring yet seen on the Speccy. Roll on March...

Smashing onto your Speccy screens soon! A couple of early tasters to whet your appetite!!

STILL GOING

● THE NEVERENDING STORY 2
It's okay folks! You can breathe a sigh of relief — *The Neverending Story 2: The Arcade Game* is on its way but Limahl and his croonful 'songs' are nowhere to be seen! Hurrah! The game, due to hit the shelves any time now, comes from Swiss publisher **Linel** and is based on the recent film. **Linel** say the game will feature all the main sequences from the movie with detailed graphics and action packed gameplay!



Played in an arcade adventure style, the action is set in the appropriately named fantasy land of Fantasia. The land is under threat from evil sorceress Xaide, and you as plucky Bastian Bux are transported into the kingdom via the story book to save it from the dark forces.

The game begins at the Silver City where an army of giants give chase. Escape from them and the killing of a fire-spitting dragon is your next objective. Bastian and side-kick Falkor chase the Dragon through Fantasia's valleys until they reach the battle ground of Horok Castle. A mighty battle with the evil sorceress and her minions, plus many other scenes are lined up for *The Neverending Story 2* and **Linel** reckon, using the player's skill and imagination there are loads of different ways to end the story in this game! Check it out in the review next month.

ULTIMATE RIDE

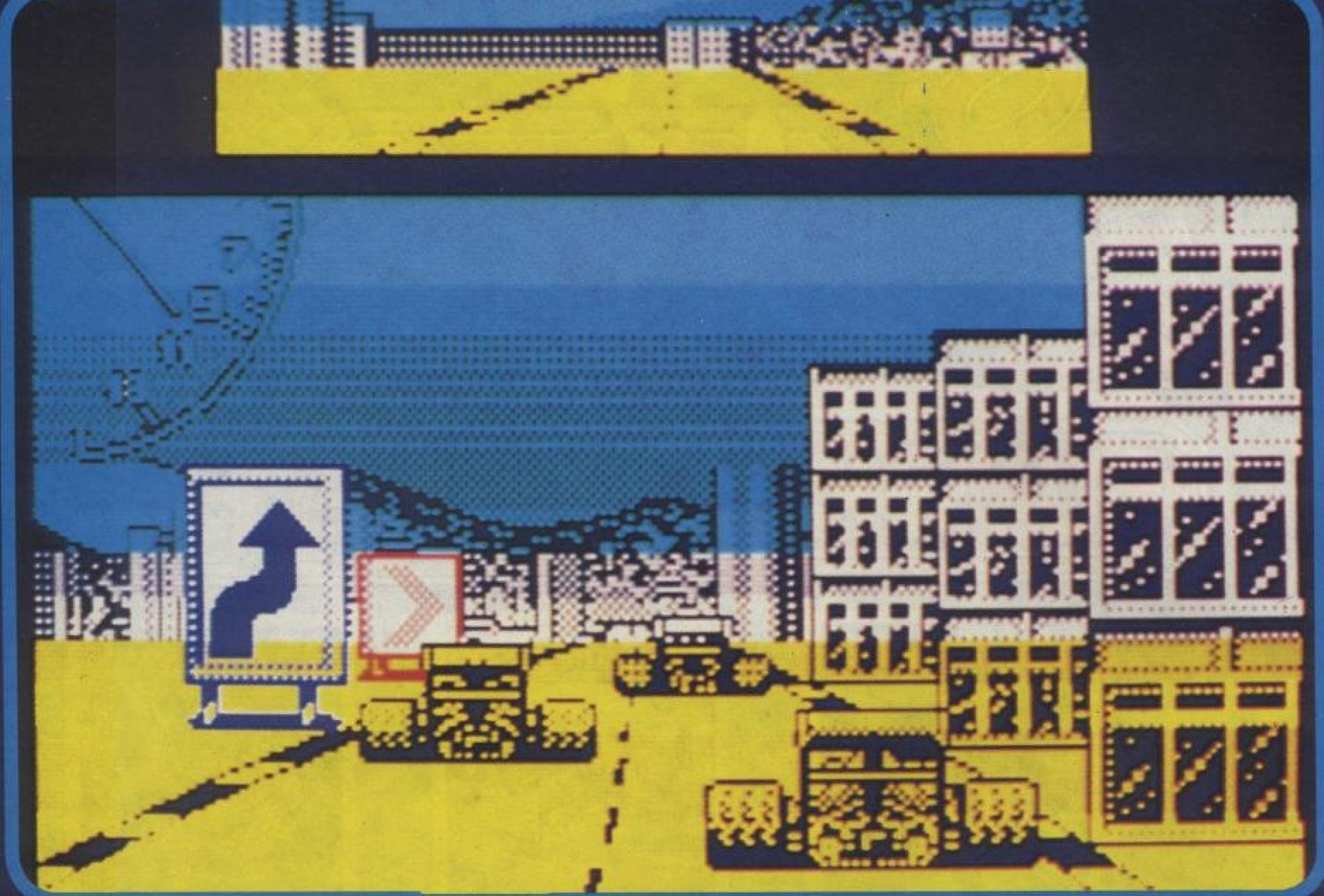


● 750cc GRAND PRIX
CodeMasters' latest sporting simulation is a ride on the highway on a wild 750cc motorbike! Programmer **Lyndon Sharp**, of skillo development team **W.A.S.P. (We Are Spectrum Programmers)**, got the idea after riding pillion on CodeMasters' spokeman **Mike Clarke**'s mega motorbike! Mike reckons *750cc Grand Prix* is quite spooky in its realism.

The racing takes place over six different classic British tracks including Silverstone, Thruxton and Brands Hatch and you're racing against up to seven other professional riders! The 750cc bike features automatic gears and as you increase the throttle the scrolling scenery whizzes past at an alarming rate — just watch out for the objects on the track! The 128K version of *750cc Grand Prix* promises to have presentation of the snootest order with realistic sound fx, loads of music and even a bit of speech! Out at any time now, *750cc Grand Prix* is a snip at £2.99!



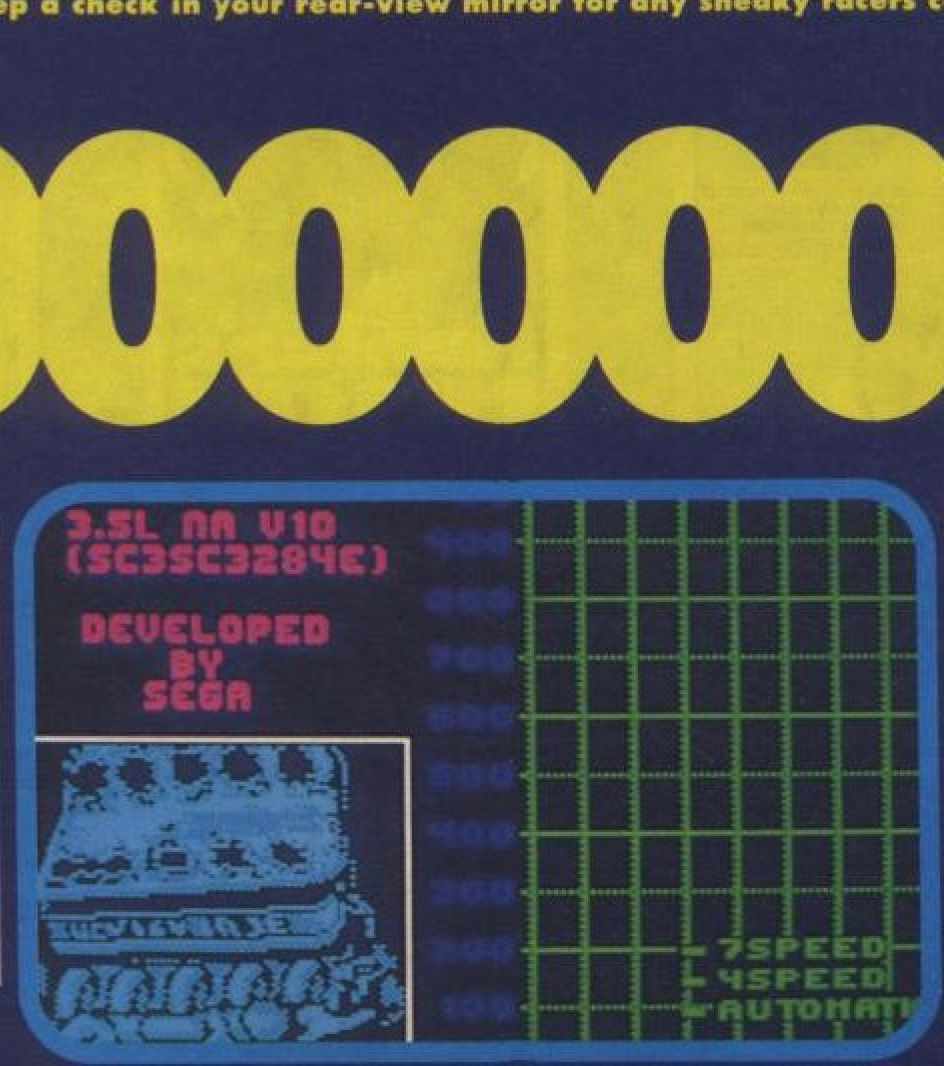

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■ **Wobbly road up ahead! Keep a check in your rear-view mirror for any sneaky racers coming from behind**

vroooom!

Putting pedal to the metal and driving a top-of-the-range car at break-neck speed is the ultimate thrill — there's danger, excitement and a lot of very fast scenery! Transfer that power onto a Speccy successfully and you've got a hit. With Sega's *Outrun* and *Turbo Outrun* US Gold have achieved success, pipped at the post only by *Chase HQ*. Can US Gold claim victory with the latest Sega conversion *Super Monaco GP*? Probe Software are on the case and RICHARD EDDY leaped into the Formula One hotseat and spoke to producer Neil Young about the race to be number one!



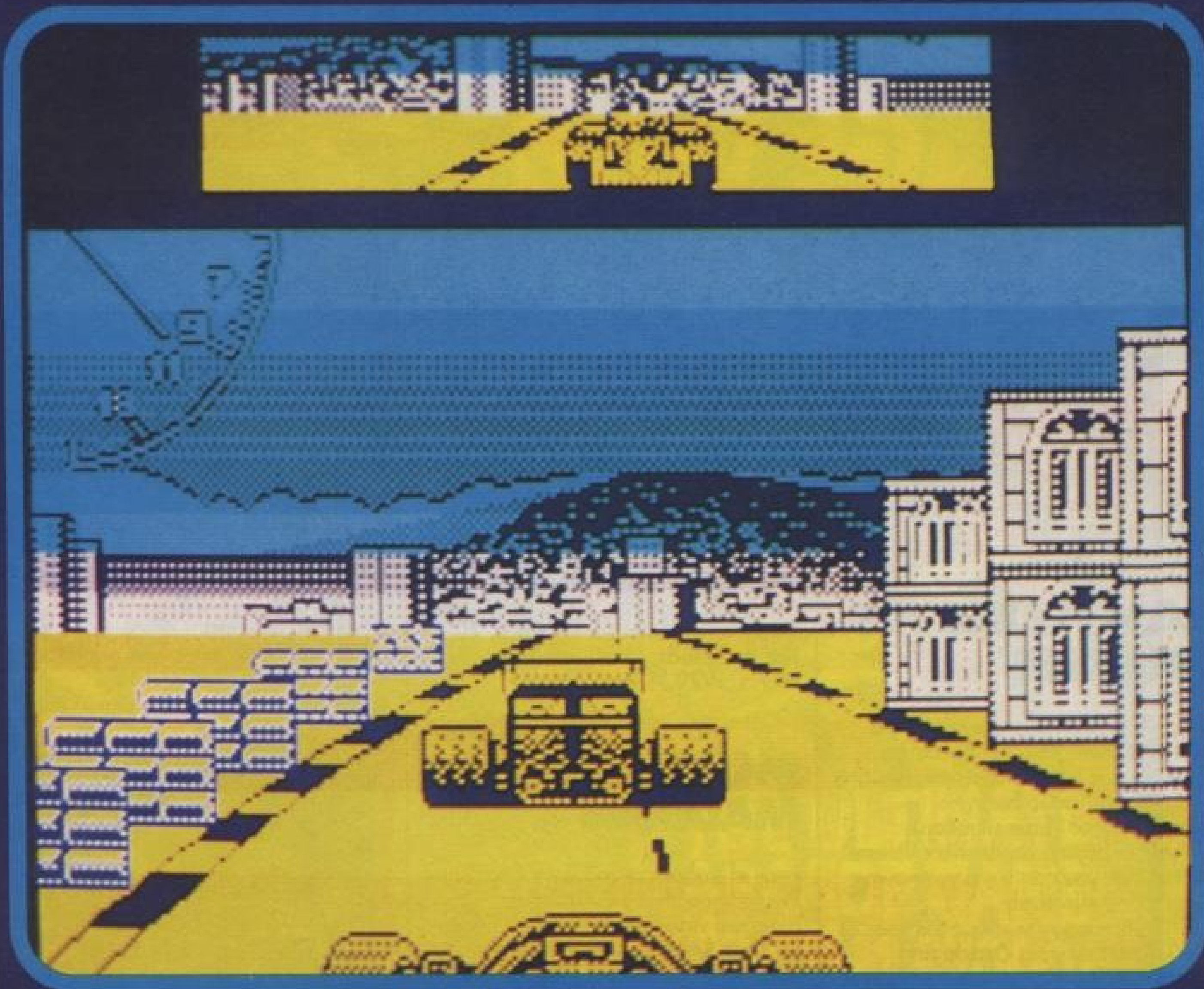
The Monaco Grand Prix is a bit of an event on the Formula One racing calendar, but would you know how to get there? Oi! **Nicko** — do you know where Monaco is? 'Erm... it's, it's... er, down south somewhere.' Not very good. **Caswell**, d'you know? 'Monaco, Monaco... (after several billion years) ah — is it in the Mediterranean somewhere?' Hmmm, getting warm. How about about **Big Jude** in the Ad dept 'Is it between France and Italy — what kind of question is that to ask me first thing in the morning?!'

They're all completely useless. Monaco is a republic on the French Riviera and what a swank location it is!

US Gold are whizzing you off there in March for a taste of racing action with their *Super Monaco GP* game. Actually, you may have already been there: the game is converted from the smashing **Sega** coin-op of the same name that's been in the arcades for about a year.

US Gold have handed the conversion work to development company **Probe Software**, and in charge of the project is a rather bouncy producer called **Neil Young**. Work began in September: so how's it going, Neil? 'Oooooo nooooo! It's a tough job! Really tough. The arcade machine runs amazingly fast and features tons of graphics which whizz past at 50 frames per second! The poor Speccy can't handle that.' Oh dear. What are you going to do? 'The aim is to capture the *feel* of the arcade machine. Y'see the coin-op relies heavily on speed, huge amounts of graphics and the fun of the pneumatic sit-down version. When it comes down to it, the actual gameplay of the coin-op isn't that hot. We're going to improve the gameplay to make it a tougher, more playable game. The end result will have the same sort of feel as *Super Hang On* (excellent motorbike racing game), with that standard of animation but more speedy.

'Playability is the most important thing. If we put all our efforts into producing the many fast large graphics of the coin-op there wouldn't be much of a game there.'



■ **Roar off up the straights — increase speed while you can, corners can't be far off!**

WHAT'S THE GAME LIKE?

Though not an exact replica of the Monaco track, the one-track course is a hellish one. It's full of twists, turns, hills, valleys and tunnels; so it's not simply about putting your foot down and roaring off at the possible top speed of 360 kph. Success relies on you knowing the course and knowing the best way to handle your Formula One car.

Before the race begins, one of three difficulty levels is selected: **Beginner** is the easiest level and the car features an automatic gear box, **Amateur** is the middle setting and lets you get to grips with a four-speed gear box — and for the real racers the **Professional** skill level gives you seven gears to play with!

With Monaco's variable weather conditions, the style of race is dramatically differing. The track can be set to dry condition or wet condition — in the wet you need to keep far more control of the car to prevent it careering into the scenery! Like most race games, before you enter the championship a qualifying round is played to determine your grid position. Then in the race, if your grid starting position is tenth you can't afford to finish the championship run in a lower position. Do that and it's Game Over.

Super Monaco GP is a world-class competition and as such you're up against 19 — *19!!* — other skillfull drivers. All 19 are programmed with individual characteristics and driving patterns. You may learn that car nine is a complete nutter swerving all over the road or that car 14's tactic is to continually block your progress as you reach pole position. Other cars can be rammed off the road if you're feeling particularly mean. Though bumping is more likely to knock your speed down, leaving you trailing behind the others.

Even experienced drivers can have bad days and the best way to gauge your performance is by checking your **Driver Point** score. Race like a pro and you could earn up to 99 points but, when you first start playing, you'll probably be itching to get up to that magic 50!

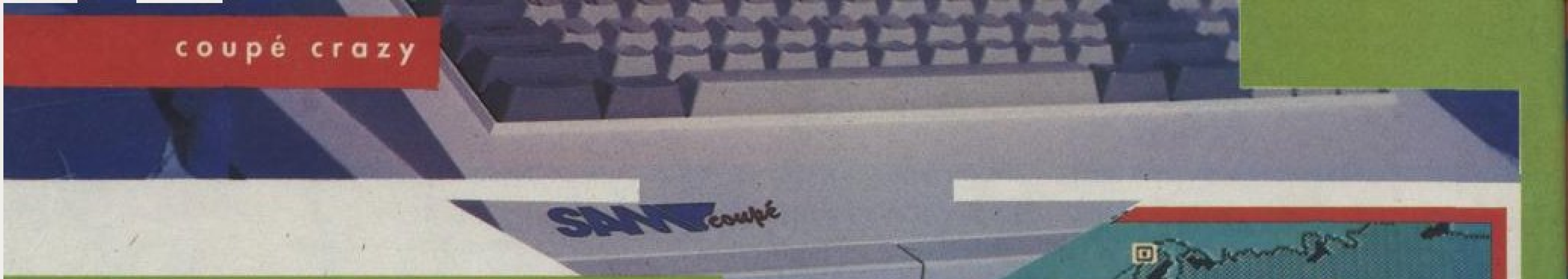
A lot of fun is bound to be had with *Super Monaco GP*, but with just the one track will the game have lastability? Well, heck yes! For a start it's a game of skill, not simply speed and, at this very moment, secret talks are going on to give the go-ahead for extra track packs. Released separately, the packs will contain extra bits of code for you to load into *Super Monaco GP*: you'll be instantly transported to another racing venue but with all the thrill of a *Super Monaco* race! 'Blooming fab!' as they say in that small republic on the French Riviera.

■ **The gear box slection screen — how much of a pro are you?**



PROGRAMMER'S PITSTOP

Neil's the producer, but who is actually doing the hard work? (Oi! —Neil). Main code is being written by **David Shea** who's recent history lies in *Golden Axe*, another game developed by **Probe**. On the arty side is graphics artist **Nick Cook** who did the graphics for *Super Hang On* and he's also working on *Back to the Future Part 3* for **Mirrorsoft**. Music comes from a company called **Sound Images** and there are six pieces of music for the 128K version. The 48K version will have a bit of noise coming out from the bleeper. The 128K version will be more flashy than the 48K version. With the 128K game you get all the skillo presentation of the coin-op and with a 48K you don't. *Aww.*



THE PAGE WITH ALL THINGS COUPÉ!

Checking out the latest and greatest offerings for the SAM Coupé it's our roving reporter, NICK ROBERTS. What have you got for us this month Nicko?

SAM FLEXES HIS MUSCLES

A new piece of software converted and enhanced from the Spectrum is *Flexipage*, a viewdata/screen design program for use in business, educational or home situations. Instead of buying expensive software all the time you can write your own, simply and effectively.

The package runs along the lines of the **Teletext** services **Oracle** and **Ceefax**. You design screens and can link them together in a continuous loop or put in questions for the user to answer. *Flexipage* is already used by police forces for teaching crime prevention. The great thing about the programs that come in the package are that you don't have to be a computer genius to use them. A quick read of the instruction manual and you're well away.

The screens you can create with this system are limited in graphic quality: in Teletext tradition they usually end up looking blocky and unattractive. To get round this problem you can display any SAM screen using *Flexipage*, so artistic masterpieces are not beyond its capibilites.

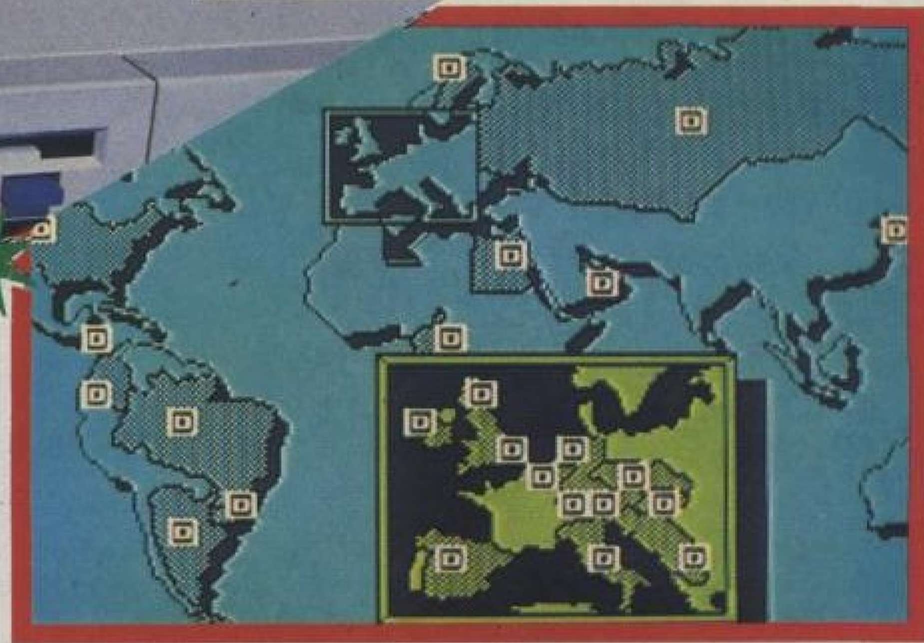
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MOVIE MADNESS

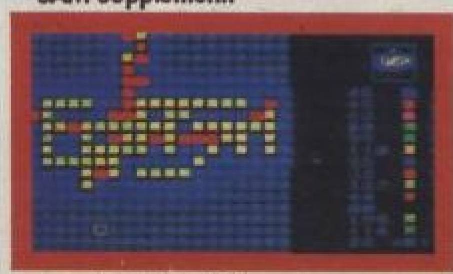
Fans of *RoboCop* and *Total Recall*may like to know that they can get digitized video trailer demos of them for their SAM Coupé! *Robocop* and *Total Recall* were both big earners and have been SAM converted in true 'grainy' style. The Robodemo has a total of 112 animation screens split into three scenes: The Fall of ED 209, Arrest Mode and News Report. Fans of the film are able to relive their favourite scenes (filling in the sound effects themselves) and see such characters as ED 209, Robocop, a reporter and the bloke with the beard in the shop doing their stuff. This is no ordinary animated demo though, this one is smart! It'll sense whether you're using a 256K or 512K machine and make the appropriate changes to the program. As an extra little gimmick the programmer has included sampled speech from the film in the final scene. It's not exactly CD quality but you can just about hear Robo if you have the volume at just the right level. All this for only £1.50!



Example animation frames on SAM Supplement.



Create your own sprites easily using SAM Supplement.



Good 'ol Mr SAM can even cope with parallax scrolling, so make some games software houses!

The *Total Recall* demo comes in two forms. You can get the executive version for £2.50 and the normal version (which runs on a 256K machine) for £1.50. The differences between the two are the quality and number of frames used in the animation. There are 72 frames in mode 4 on the 512K demo and 81 on the 256K. 'Hold on a minute that's more!' I hear you cry. Yes, but the 256K one loads in four blocks and is done in a lower mode.

These animated film demos are available from many PD libraries or direct from the programmer: **G. Middleton, 35 Victoria Mount, Horsforth, Leeds, LS18 4PU**. By the time this is printed two new demos will also be available. A digitised *Star Wars* demo and a special Christmas Quiz! Both for only £1.50.



"Your move creep!", a groovy Robocop demo.

PD UPDATE

For those of you who may be in the dark when it comes to SAM Public Domain here is a little reminder about a couple of new disks to arrive on my desk.

Fred disks five and six have been released in the last few months and are as action packed as ever. Disk six includes previews of some of the latest SAM software, demos of grabbing graphics and a section on machine code. Disk five has parallax scrolling demos and a couple of new delights from **Zenith Graphics**: a Coyote and World In His Eyes (very DM) demo. Of course all the usual reviews and editorial are there too.

Fred is available from: **Colin MacDonald, 40 Roundyhill, Monifieth, Dundee, DD5 3RZ.**

SDC Sam Supplement has a new disk out as well. More for those interested in programming with their Coupé, this disk has useful programs like a sprite designer, disk copier and a special program to help those unfamiliar with the animation side of *Flash!* the free SAM graphics package.

The *'supplement'*, as those in the know like to call it, is available from: **B.D. Mumford, 57 St Saviours Road, West Croydon, Surrey, CR0 2XE.**

More SAM news next month — in the mean time let that Coupé rip!



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Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

LIVE CIRCUIT

Views • News • Comics • Classifieds • Winners • Compiled by Lloyd Mangram

Good grief! February already! Well, it *is* in real time. But, in Lloyd Mangram time, it's a freezing cold morning in December and I can't concentrate because there are a load of workmen digging up the road just outside with pneumatic hammers (dugga-dugga-dugga — 'Time for a tea break, eh lads?' — dugga-dugga-dugga)!! Bit of a smaller mail sack this month, you were probably all too busy writing to Santa or filling in last issue's Crashtionnaire. Thanks to all ten billion of you who sent in replies, you've made the girls in administration very happy ('hem, 'hem)! On with the show. This month's letter of the month, and £40's worth of software, winner is Andy Longbottom from Hastings...

MONEY'S WORTH

Dear Lloyd
Over the last couple of months more and more people have been complaning about the price of Spectrum games. I am sick of the whole subject. Why don't these people sit down and think what they're getting when they pay £9.99 for a game?

The finished game results from a lot of hard work. Not just by one person. There are all the jobs of coding, game design, graphics, music and fx, design and artwork and production.

Take £9.99 in 10ps and see how long it lasts on an arcade game — the only thing you're left with after playing a coin-op is a stiff arm and no more game.

Then there's the pleasure of waiting three to five or more minutes for a game to load — why can't they make it less boring?

If people want to winge about prices why don't you winge at the retailers like WH Smith, Woolworth and other computer shops? Well, now I've got that off my chest there's only one other thing to say — best wishes to all at CRASH for 1991!
Andy Longbottom, Hastings, East Sussex

Another good way of judging whether a game is worth its dosh is reckoning that £1 an hour is a fair price for entertainment. So, if you buy a £9.99 game and you enjoy it for ten hours you've had you money"s worth! In fact, after ten hours you'll have made 1p profit! Hey! Just think: if a game is absolutely superb and you play it for weeks you're, effectively, making a fortune!! And you've won Letter of the Month for having a bit of sense! LM

BORED

Dear Lloyd
I'm writing this letter because I'm bored! Bored of playing the latest software. It's not worth buying full-price games when you can get more entertainment from a £2.99 game.



Look at *Target: Renegade* (now rereleased on budget) and compare its graphics to *Dragon Breed* (£9.99): you'll see that *TR*'s graphics turn out tops. So, if you have smaller sprites the game will be better and actually worth its price.

My buddy has a rubber keyboard Speccy and listening to music on it is almost as bad as an hour of **Des O'Connor** records (almost!). Sometimes you do get some good sounds out of the 48K, such as *Chronos* and *Agent X* but this is getting rarer. Maybe the 48K does not have enough memory to perform good music but it's not that bad, is it?

Another thing that really gets me peeved is the colour. We do have attribute problems but I don't mind. However, one person in my class says 'The Spectrum's only got three colours: yellow, blue and white... oh, and black.' I'm sure someone shares my views and gets similar hassles from school, so could we have more colour in games?
D Adams, Birmingham

Your theory about any game with smaller sprites is better than one with big sprites is a bit heavy! Look at *Navy SEALS*, reviewed last month, that had huge sprites but they were superbly animated and moved very well — and it was a CRASH Smash! The same for *RoboCop 2*: the detailed graphics made the game a winner! However, your comment on 48K music is quite right — very very few programs bother with a decent 48K tune these days, programmers prefering to concentrate on the more powerful 128K side. For a really good blast of 48K music check out *Trantor*, it's excellent!
LM



■ Haw! Haw! David Cheeseman from Sittingbourne in Kent grabs himself a £10 software voucher for turning DJ Nicko turtle!

BIG CON

Dear Lloyd
My mother is dying of a tropical unknown disease caught from an infected packet of **Tropical Opal Fruits** and it is her last request before she dies to go behind the scenes of CRASH and receive a measly $100 of software.
Robert and Chris, Walsall, West Midlands
P.S. Because of this illness she not only has a split personality but she is a split person too — she is now two boys called Robert and Chris.
P.P.S. She, or rather they, will be ready for the tour at any time.
P.P.P.S. Got to get the straight jackets — they're coming to take us back to our cells!

Ha! What a useless attempt at scrounging software. Be off with you! Any decent attempts are far more welcome...
LM

JOYSTICK TIP

Dear Lloyd
I've discovered that you can use a joystick on the game *Liberator: Mango Jones 2*, from CRASH Issue 82. Select the redefine option and you can select left by pushing the joystick left and you can do right, up, down and fire in the same way. I tried this and it worked successfully! Honest truthful injun.
Louise (Smurf) Dunthorne, Norwich, Norfolk

Smarty! Yep, it's a useful tip for anyone who doesn't already know it, and this method works on most games with a define keys option.
LM

POOR NICKO!!

Dear Lloyd
In the **Bug Box** cartoons every month the jokes are always taking the mickey out of **DJ Nicko**. Why does everyone keep picking him? I think you should stop or else he may be offended. Doesn't he get upset?
James Westerly, Taunton

The poor chap does come in for a lot of stick in the Bug Box cartoons, but he takes it like a man (ie: he goes off and blubs in the loo!!). No, seriously, he thinks they're quite funny — it's when we start punching him that he gets upset!
LM

CHEAP LEARNING

Dear Lloyd
I think there should be more educational games for children, to help with school work. It would help us if they were at a budget price so anyone can buy them when they have £2.99 to spare. I think these sort of games would really help education.
Gerard Fullerton, Bishbriggs, Glasgow

Well, Gerard, don't miss this month's Back 2 Skool feature which reviews some of the best educational games around at the moment. However, they're all pretty pricey so you'll just have to keep saving your dosh — or maybe your school or club would consider purchasing one for people to use? Why not have a go and ask?
LM

TNT TROUBLES

Dear Lloyd
I've just bought the **Tengen** *TNT* compilation. Although I don't understand what is meant when it says 'For 48K owners reset cassette recorder to 000 and read on screen prompts then rewind tape to 000 when it finishes loading' on *APB*. Please could you give me a simplified explanation of what I'm supposed to do
Andrew Hickey Morple, Cheshire

You're obviously new to this

computer game lark! The instructions on *APB* refer to the tape counter on your tape deck — maybe you don't have one? Because *APB* is a multi-load it's useful to keep a record of the position on the tape where each level's loading sequence begins (like the start of the tape is 000, but the beginning of level two's loading sequence may be at 203). Keep a detailed record of each load's position and you can save time by just forwarding or rewinding the tape to the right position. Okay?

Right that's it for this issue! Keep your letters coming to me at NEWSFIELD, LM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Remember there could be £40 in it for you!



■ **Chortle! A big g'day from Dave Frears from Rowrah in Cumbria who has just scooped himself a £10 software voucher for Operation Rolf!**

■ **If you reckon your artistic talents could win you a tenner, stick your cartoon in the post to: NEWSFIELD, BUG BOX, LUDLOW, SHROPSHIRE SY81JW.**

HELP!!

Need some help!? Or can you offer some help!? This is the spot to sort your problems out. This month there's a plea for help! from Matthew Cundill **of Swansea. What's up, Matt?** 'I've purchased a **Prism VTX 5000** modem but I have not got the manual. At first I wasn't bothered. But now I don't know how to work the modes and the built-in program so I cannot log onto Prestel or any bulletin boards. Please help me!' **Okay — does anyone have a spare Prism VTX 5000 manual? If you have send it to CRASH and we'll pass it onto Matthew.**

HI-FIRE!

Gotta high score? We want to know about it! This is Hi-fire where you can announce your high score to the Speccy universe! Every month we'll be pulling a name from the Hi-fire hat each month and awarding the lucky scorer $40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself if possible, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

RAINBOW ISLANDS
764,770 Kenneth Tindall, Ayr

DIZZY 3
28 COINS Kenneth Tindall, Ayr

SOLARIS
4,123,000 Kai Rogers, Cumbria
4,000,000 Greg Raylor, Sheffield
1,852,000 G Ratcliffe, Cheltenham, Glos

SHADOW WARRIOR
49,750 Andrew MacDonald, Isle of Lewis

BOMBJACK
836,520 T T Simpson, Berkshire

ROBOCOP
524,210 Kai Rogers, Cumbria
222,570 Daniel Stas, Iver Heath, Bucks

OPERATION WOLF
1,763,240 The Dirty Dozen

PAPERBOY
6,915,782 C Mohammed, Oxford

SURFACE TENSION
3,605,000,000 Scott Bowman, Crayford, Kent

GHOSTBUSTERS
5/123500 Spencer Lawrence, St Austell, Cornwall

TARGET RENEGADE
7,466,840 S Mohammed, Oxford

IMPOSSAMOLE
265,106 Bryan Hodgson, Tyne & Wear

PRISON RIOT
58,485 Basit Khalid, Bradford, West Yorkshire



Here's a cheeky chappie! It's Kenneth Tindall from Ayr and his Hi-Fire has been plucked from the glittering skip so he's our £40 software prize winner for February! Yippee!



There's a real battle going on with *Solaris* at the moment! Graham Ratcliffe from Cheltenham didn't get the top spot this month, but he did send his photie in!

CHEETAH'S HANDY CHUM IS HERE!

● In a bid to see off the Japanese and American console giants, long-time British peripheral suppliers **Cheetah** have launched their own hand-held console called the **Gamate**. Developed in the Far East by the **Bit Corporation**, the Gamate faces stiff opposition from **Atari**'s colour **Lynx** and head-to-head competition with the mighty **Nintendo**'s **GameBoy**. The Gamate's advantage is its retail price of £59.99. This makes it a tenner cheaper than the GameBoy and £70 cheaper than the Lynx.

Like the GameBoy, which has already established a following since its October launch, the Gamate is a very compact machine and features a green screen (52mm x 50mm) which displays LCD graphics in four shades of grey. **Cheetah** have also launched a series of seven games cartridges which rely on classic styles of gameplay and retail at £14.99 a piece. *Witty Apee*, the cartridge supplied in the Gamate pack, is a variation on the *Digger* games of old. Other games available include: *Galaxy Invaders* (a reasonable *Galaxians* clone), *Money Maze* (a horizontally-scrolling *Pacman* game) and *Mini Golf* (crazy golf viewed from overhead).

The Gamate itself features a four-way directional rocker switch, two action buttons, a start button, a select button, an adjustable contrast dial, an adjustable volume dial (yes, it actually plays music!), a networking cable socket (so you can link a couple of Gamates together), an earphone socket (a pair of stereo earphones are supplied) and a six volt socket (so you can run Gamate off the mains, through a transformer). Four AA-size batteries sit in the back and should provide 15 hours of gameplay.

Though the hardware is good, it's a pity the initial range of software doesn't offer anything new. The games are of average quality and reminded everyone who played them of the Speccy games of 1984. Though there has been a frantic battle for the high-score on *Galaxy Invaders* in the office! **Cheetah** promise that the second batch of games, a further 12 titles should be available soon, will offer more originality and quality. If the Gamate makes it into your high-street shops have a go — it's well worth trying out!

■ **You can contact Cheetah on 0222 555525**

LIVE CIRCUIT

GREMLIN'S HERO QUEST

● Last year's top-selling adventure board game *Hero Quest* is being brought to life on the Speccy at Easter by **Gremlin Graphics**. *Hero Quest* is an absorbing fantasy adventure game where elves, wizards, barbarians and dwarves do battle with dark forces in search of hidden treasure. Doesn't it sound exciting? Gremlin sent **CRASH** a copy of the board game to play with and it looks like a lot of fun — when it's been set up! Y'see, the big box contains about three billion playing pieces (all the characters, the scenery and objects) which you have to assemble and place on the board before play. We built a set-up, which took about an hour, and then decided not to actually play the

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game because the set-up looked too good.

NOT ANOTHER ONE!!

● Ooooo dear! Where are we to put 'em all?! Yet another person has been dragged from sanity and brought into the **CRASH** office. **Justine Pritchard** from over Birmingham way (I'm not a Brummy, I'm a Yam Yam! —Justine) joins the ad dept this month to help out last month's new boy **Kevin Gallagher** (whose photo got missed out from the news last issue). Should you brave, manly Speccy gamesplayers be putting pen to paper and dashing out a couple of love sonnets? Check out Justine's personal file and find out!!

■ At weekends, **CRASH** parties permitting, Justine transforms into the hostess with the mostess when she works in a Birmingham pub! She's now known as the **Bet Lynch** of **CRASH** due to the immense size of her... erm, dangly earrings!!

■ Justine's doing her bit for perestroika and helping the Russian economy. If you search deep enough in her handbag there's a bottle of vodka lurking somewhere!! (Lies, lies, lies!!! —Justine)

■ Justine's a bit of a beach baby and would love to live, during the winter months, on the sun-soaked



shores of **Gran Canaria**. Sadly, she keeps getting sent back by the authorities because she thinks the parasols on the table are to decorate her rather large drink!!

■ Rumour has it that Justine drives an **XR2**. However, latest reports indicate that she's is to driving what cows are to synchronised swimming.

COMPO WINNERS!

Prize picking from the glittering skip, ahoy! From Issue 82, US Gold's *UN Squadron* Blaster Compo went down a treat! Hundreds of you were desperate to win the Sony Compact 22 hi-fi on offer.

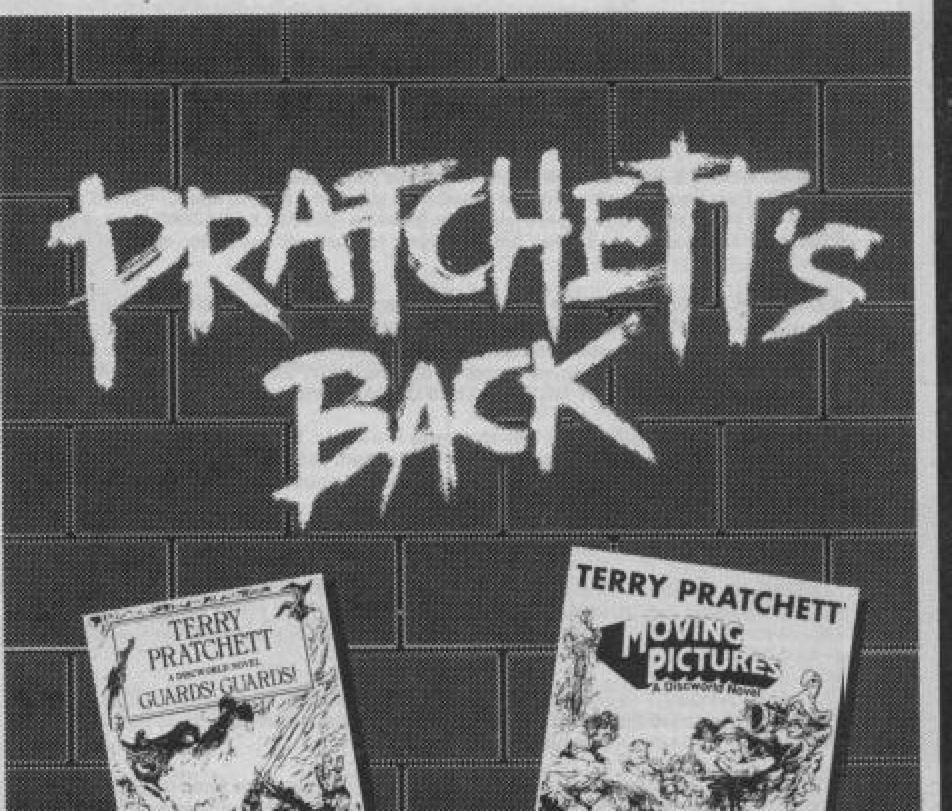
Whose name came up trumps? I Kirk, Bewdley DY12 2AP **gets the hi-fi! Hurrah! The 15 runners-up who each win a t-shirt and a huge posters are:** Colin O'Hare, Liverpool L6 2LX; Douglas Bryson, Stranaer DG9 7BS; Christopher Comey, Longniddry EH32 0TA; Stuart Weston, Peterborough PE6 7JB; Tom Stephenson, Crediton EX17 5JR; Stuart Pearson, Stourbridge DY8 5JM; Mathew Williams, Walton-on-Thames KT12 1LL; Simon Ward, Portland DT5 1DJ; Charles E Sanderson, Merthyr Tydfil CF47 0YU; David Coverly, Redcar TS11 6DG; Andrew Coleman Birmingham B29 7PZ; Hazel Lawrence, London NW11; Robert Kingston, Camberly GU17 7JA; Simon Powell, Manchester M29 7NP; Simon Tin, Leicester LE3 0JL. **And the last correct five from the glittering skip each won a *UN Squadron* poster:** G White, Doncaster DN2 5AW; Andrew Smith, Colwyn Bay LL29 7EL; J Hayter, Redruth TR15 2RB; Steven Tiltman, Matlock DE4 5EN; Simon Ward, Portland DT5 1DJ.

LIVE CIRCUIT

The glittering skip is back in action next month with the results of the mega Turtle Power compo — 100 winners! — and the CRASH Christmas Panto Compos too! Don't miss the ultimate prize pick!!

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Yearly subscription rates: UK £17.20 Europe £24.00, Air Mail overseas £37. US/Canada subscriptions and back issues enquiries: Barry Hatcher, British Magazine Distributors Ltd, 598 Durham Crescent, Woodstock, Ontario N4s 5xs, Canada. Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates; US $47.00, Canada $57.00. Back issues: US $5.20, Canada CAN$6.20 (inclusive of postage).
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Bak 2 Skool

The shops are full of beat-'em-ups, shoot-'em-ups and the rest: other than teaching all you monstrous little horrors that a Kalashnikov AK47 does more damage than a 9mm Beretta automatic, they're useless as educational tools. But fear not because educational software is available from many sources, and to prove it MARK CASWELL now presents a small sample of what's out now and what's on the way. Pay attention at the back!

FUN SCHOOL 3 (Under 5s) ■ FUN SCHOOL 3 (5-7s)

DataBase ■ £9.99 ■ £14.99

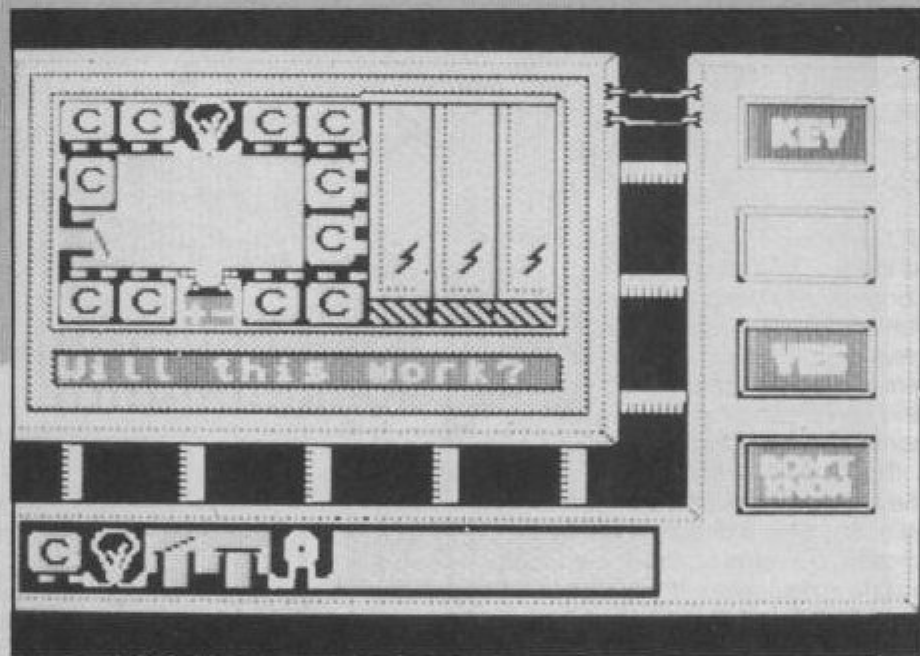
● There are six games in the *Under Fives* pack, and despite the title's implication they're great fun for all ages. *Counting* has you helping **Teddy** climb the steps to reach his honeypot. This is achieved by counting the amount of objects on screen. A prompt appears asking how many objects there are and a correct answer moves Teddy a step nearer the honey. In level one Teddy only has a couple of steps to climb, but as you play each honeypot is harder to reach because there are more objects to spot.

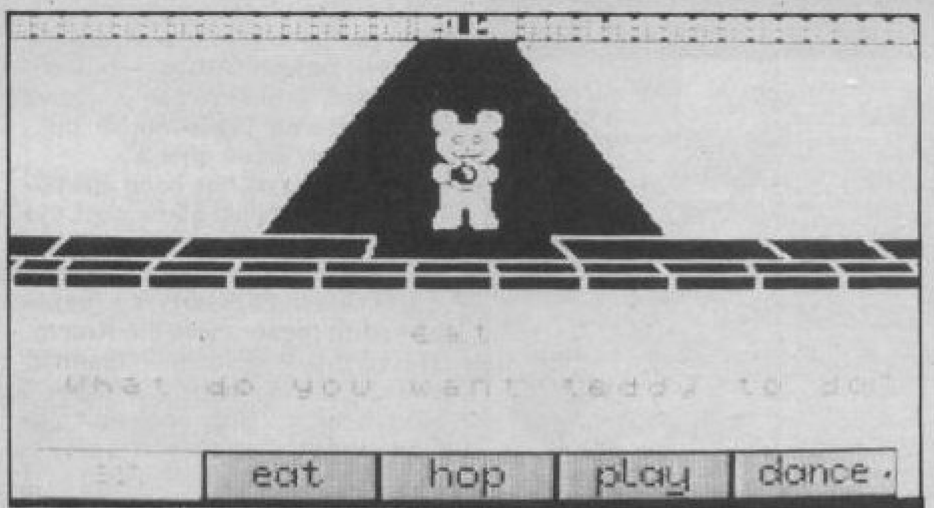
In *Matching* it's Teddy's friend that needs the help. He's more interested in climbing a tree to deposit money in his piggy bank, than anything to do with honey. This is done by matching shapes with their partner. If you're right teddy's friend climbs the tree and drops a penny into his piggy bank.

Actions is all about Teddy doing things. Along the bottom of the screen are words that make Teddy do different things. As the game goes on you're asked to identify what Teddy is doing: answer correctly and part of Teddy's new house will be built. In *Gallery* Teddy has been very naughty and swapped the labels on the pictures. The task is to move the right label to the right picture.

Teddy and his friends are at the fair in *Letters*: they all want an ice cream but first Teddy has to ring the big bell. A letter of the alphabet appears on the screen and it's your task to match the letters and earn your friends an ice cream. *Painting* turns you into a budding artist with the chance to paint green skies, purple grass and yellow cows (sounds just like our art editor).

The *Five to Sevens* package also contains six games. In *Journey* **Freddie Frog** has to be guided to a destination set by the computer. In *Collect* Freddie Frog has to tidy up his pond. Lots of numbers and symbols clutter up his beloved lily pads. It's up to you to guide him around and collect them up so that they form sums. A visit to the *Toyshop* is next: first you need to







match the words to the toys and then buy them with the money provided. *Electricity* tests your knowledge of conductors, insulators and the like. You're presented with a circuit and asked whether a connection has been made. *Funtext* is a game that involves searching for information using a Ceefax style list of information which can be called up using page numbers.

LEARNING WITH MICKEY

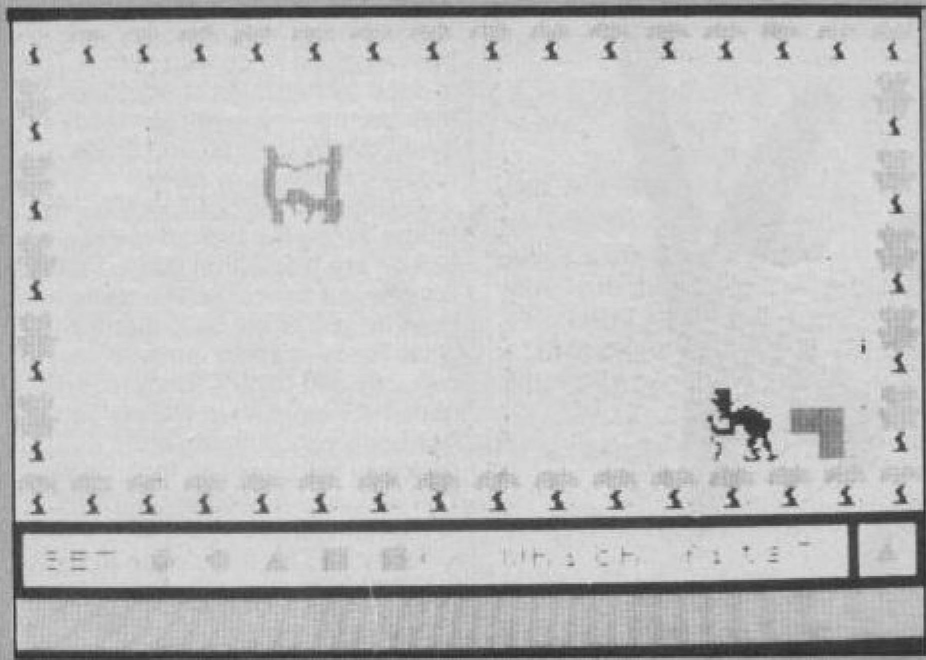
● **Disney Software** are releasing three educational games, all suitable for very young children. In *Mickey's Runaway Zoo* **Goofy** has accidentally left the gates open at **Mickey's Petting Zoo**. Mickey and Goofy must go and find the animals, and with four neighbourhoods to search the hunt may be a long one. In *Goofy's Railway Express* **Goofy** along with his friends **Mickey**, **Donald, Daisy, Uncle Scrooge** and **Pluto** journey across the countryside in Goofy's train learning about shapes and colours in the world around them. In *Donald's Alphabet Chase* alphabet pets are loose in **Duckburg**. Donald now needs your help to round up the pets from the six areas of his house: each area encourages children to learn and understand different groups of letters. Watch out for Mickey and all his friends very soon.

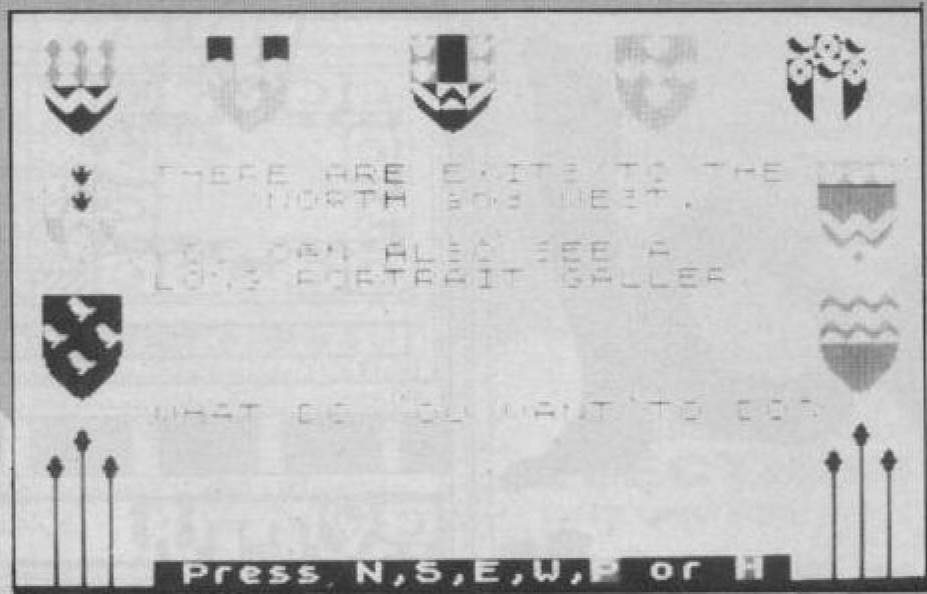
Time is the final game, with you being asked to study a clock face and then using the words and numbers at the bottom of the screen to tell the time.

Both *Fun School* packages are great fun and serve as excellent teaching aids. I wish they'd been around when I was a nipper! Even if the parents or teachers aren't computer aces, the programs are easily mastered and very well explained for the kids. I'd recommend the *Fun School* range of games to anyone: as it says on the packaging — **Give your child an unfair advantage.**

Fun School Under 5s
OVERALL 84%

Fun School 5-7s
OVERALL 86%

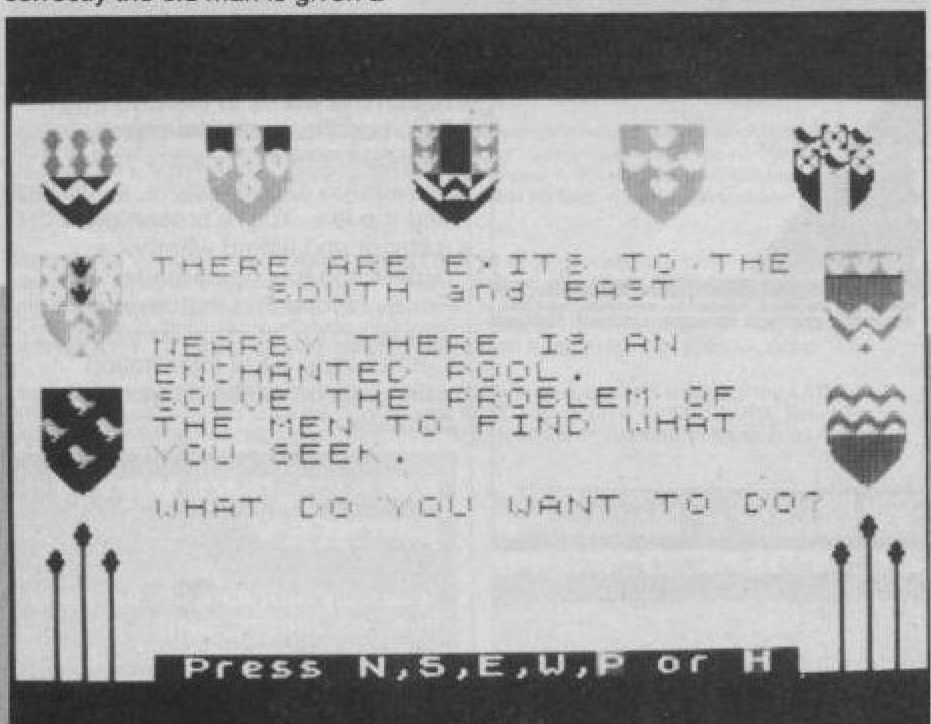




ADVENTURE PLAYGROUND ■ CASTLE OF DREAMS
Storm ■ £9.99

● *Adventure Playground* is aimed at children five years old and consists of two games: *Crooked Adventure* and *The Queen Of Hearts*. In *Crooked Adventure* the aim is to guide the crooked man and his crooked cat and mouse home to his crooked house.

There are four sub-games and in the first you must find the crooked stile. So, after a direction has been chosen, a simple match-the-shapes puzzle is displayed. If you guess correctly the old man is given a quick glimpse of the stile. Game two is to find the crooked sixpence. Here you have to match up two like-coloured trees as a cursor moves over them. In game three you have to guide the cat to the mouse, but you can only move after a sequence puzzle has been solved. The fourth and final game sees the man, cat and mouse searching for the crooked house, can you find it?



The Queen Of Hearts is a graphic adventure game where the **Knave Of Hearts** has stolen the **Queen**'s tarts and hidden them. You travel through the kingdom and search for them, and on the way you meet nursery rhyme characters who either help or hinder you. There are plenty of objects to help your search.

Both games are great fun to play. *Crooked Man* helps to develop logical, planning and decision making skills, while *Queen Of Hearts*, with its text based approach, helps children with their reading. This is another recommended purchase.

Castle Of Dreams is aimed at the over nines. It's a brain teasing exploration game where you must defeat the evil **Klingsor** before he destroys the world. His power is contained in a chest which needs to be removed from his castle and destroyed, and there are plenty of puzzles to be solved along the way.

Some of them are logical puzzles to tax the old grey cells, whilst others are physical challenges that need objects to overcome them. Of course Klingsor isn't going to let you through without a fight but you're prepared for him. I'm not usually fond of adventures, but *Castle Of Dreams* kept me amused for a long while. My pet hate with this game type is map drawing but the helpful people at **Storm** have provided a map of your route in the package. Text descriptions are fairly detailed, which they need to be in this game type, and the challenges are tough enough to keep adventure buffs playing until Klingsor's demise.

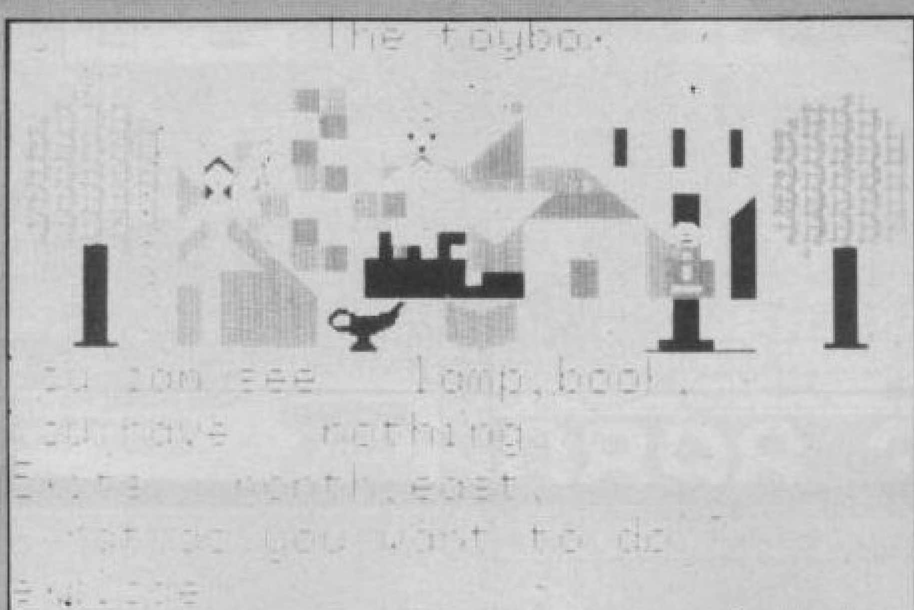
Adventure Playground
OVERALL 80%

Castle Of Dreams
OVERALL 83%

Right. Now if somebody would like to wipe the blackboard — yes, you Roberts, and don't grin at me like that — we'll leave it at that for today. Off you go. Roberts! And where are you going? Home, sir? You're in detention!!

MATHS MAD!

● **LCL** have announced the imminent arrival of their new GCSE maths course for the Spectrum. *Micro Maths* will contain 24 programs and two books and cost £24. Help and calculator facilities have been included which can be accessed anytime and include the topics common to all examining boards. The package should be available from all good stores by the time you read this, and just in time for next year's GCSE exams too.

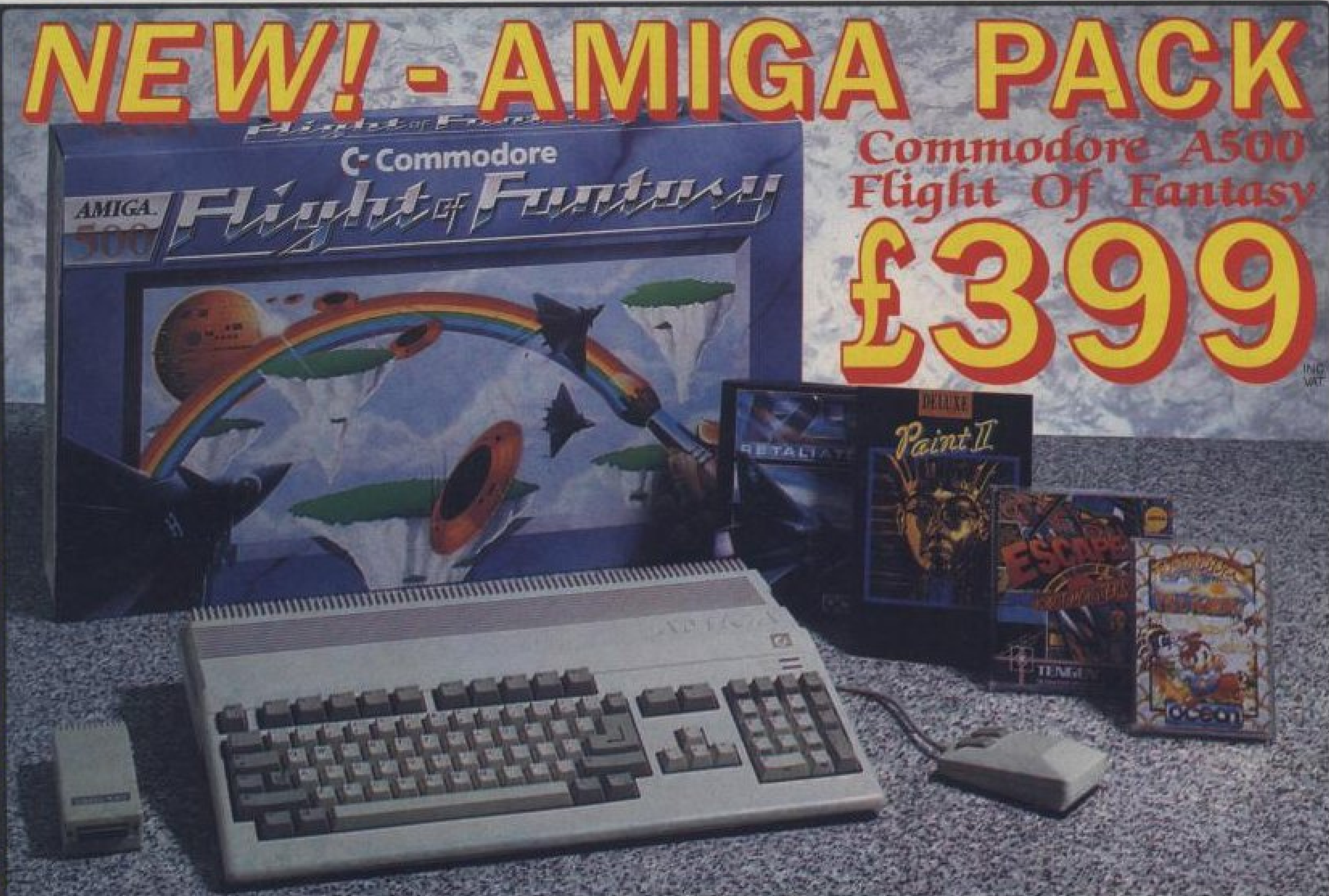


Kosmos Software's excellent learning software package *Answer Back Junior* is a game that can be continually updated as Kosmos release add-on packs.

Answer Back Junior — a general knowledge quiz program, aimed at six to 11 year-olds — features 15 ready-made quizzes covering topics such as nature, music, famous people, science, word fun, fun sums, spelling and more. Even when the supplied questions have been played through, extra quizzes can be created by entering lists of questions and answers. If you haven't got the patience to type in your own questions, Kosmos' add-on packs provide further questions on specialised subjects.

Answer Back Junior costs £10.95 on +3 disk, £8.95 on cassette and the add-on packs cost £8.95 on +3 disk and £4.95 on cassette. Further details on *Answer Back Junior* and Kosmos' other titles, such as the superb language tutors *The French Mistress*, *The German Master*, and *The Spanish Tutor*, can be obtained from **Kosmos Software, 1 Pilgrims Close, Harlington, Dunstable, Bedfordshire, LU5 6LX. Telephone 05255 2942.**

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ARCADE ACTION!



Give your Speccy a rest — check out the action at your local arcades! Who knows, before long you could be playing these very games at home if the conversion rights are snapped up! MARK CASWELL grabbed a bag of 10ps and played the hottest slots around!

SMASH TV
Williams

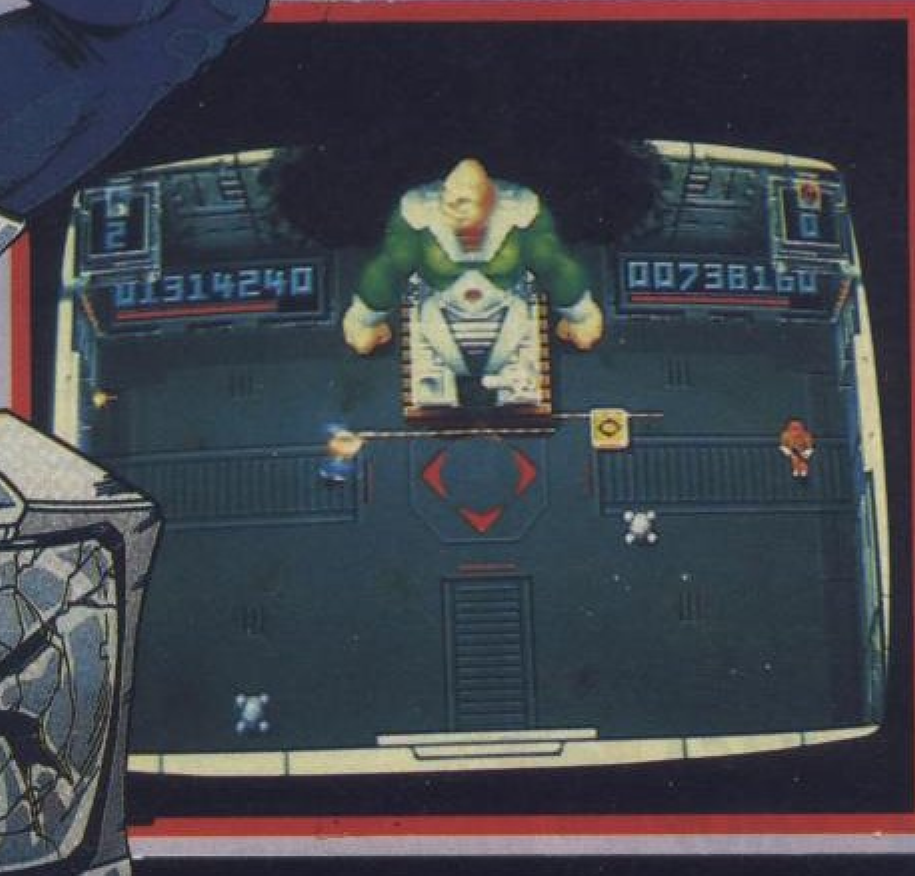
● It's showtime! The year is 1999 and the most popular and most violent gameshow on the box is *Smash TV*. *Smash TV* is the latest in a long line of **Williams** coin-op hits. You take the part of a contestant, playing for cash, cars, family holidays and more. There's a catch though, you have to live long enough to collect them! Yeeek!

At the beginning you're armed with a puny gun and with that you must wander through the different parts of the TV studio blasting all who attack and collect the extra weapons and prizes. This is easier said than done, because attackers come at you from all sides!

The *Robotron*-style control system helps — each player has two control sticks. One to control movement in all compass directions and the other to fire the current weapon. When all attackers in one part of the studio have been disposed of you move onto the next. In the first few battle zones the attackers are baseball bat-wielding thugs who are easy to kill, but these soon give way to droids, mutants and creatures that defy description and make survival very tough.

An end of level guardian has to be destroyed before each contestant's prize bonus is totted up. Then you progress onto the next round.

Smash TV is one of the best coin-ops *EVER*! It's fast, addictive and, above all, violent. Graphic detail is excellent, all character sprites are smooth scrolling, and when an attacker is killed limbs fly in all directions. Sonics are also impressive especially the grinning MC who pops up with such catchphrase gems as 'I'll buy that for a dollar' and 'It's showtime!'. Definitely the Corky coin-op of the month, if not the whole year!



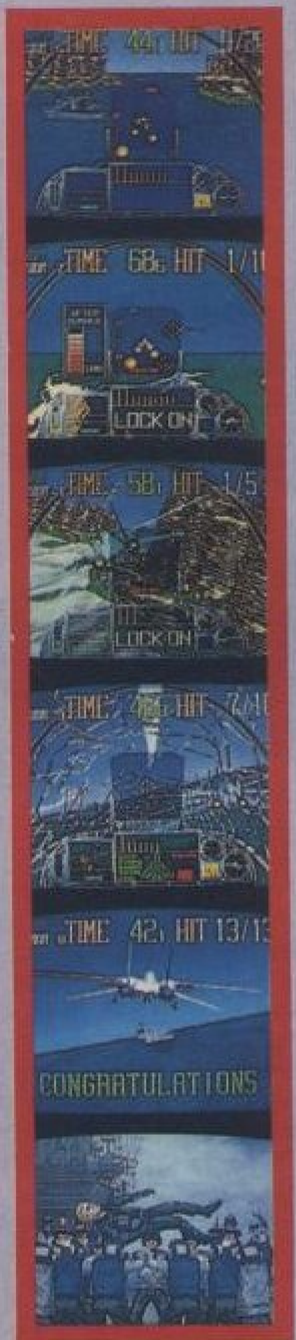
G-LOC
Sega

● *G-Loc* is **Sega**'s latest flying sim and has met with a mixed reaction. I still prefer *Afterburner*, but *G-Loc* runs a very close second with its slick graphics and, dare I say it, soundtrack to rival *Afterburner*'s. Unlike its illustrious predecessor the game view is from the pilot's seat, looking out of the cockpit. There are three difficulty levels: easy where the enemy rarely hit you, medium where the shots are a bit more accurate and hard where you need to keep one hand on the eject handle!

Even ace *Afterburner* players like myself will find it hard to survive for very long on the hard level, so in true macho style I wimped out and went for the easy peasy option.

Each level has a time limit for you to trash a set amount of enemy hardware to complete each mission. You're armed with a 20mm Vulcan cannon and a limited supply of missiles. A head-up display shows a radar map of the area, the amount of missiles left and the all important targetting system. Of course the cannon doesn't need aiming (and the ammo is unlimited), so blast away to your heart's content. Missile targetting is thankfully

simple, just wait until the two circles in the HUD join and the message Lock On appears and let those suckers fly! Wayhey! Whether or not you like *G-Loc* really depends whether you're an *Afterburner* fan or not. Well worth a few ten pees.



PIGSKIN 621 AD
Bally/Midway

● Let me take you back to the Dark Ages. A time when hordes of large hairy men rampaged about killing, pillaging and generally having a good time. But all this rampaging tired them out so they invented a nice quiet sport to help them relax. *Pigskin 621 AD* is the result: a cross between gridiron football and the movie *Rollerball* where the only rule is there are no rules. You play the part of the commander of an army of well armed thugs who battle with a similar horde for the possession of an air filled pig bladder!

Both teams will do anything to get the ball and keep a hold on it, and being a vicious band of cut throats there's a team attitude button that allows you to set playing tactics and your team aggression. It's then head to head, knee to groin, boot to face and knife to jugular in a fight to the death! Perhaps this doesn't sound too far removed from gridiron football!

Graphically the game is very good with impressive 3-D panoramic views and *Asterix The Gaul* cartoon style visuals. Sonics are up to **Bally/Midway**'s usual high standards with suitably medieval tunes and bone snapping effects. American football fans will probably like this more than general gamesplayers though.

ALIEN STORM
Sega

● I'd certainly give **Sega** credit for coming up with an interesting plotline for *Alien Storm*. The first part isn't too surprising, a bunch of blood thirsty aliens have attacked the earth and will wipe out mankind if not stopped. The novel approach is that our heroes (there are three of them) are part-time hotdog sellers (weird). Gordon, Karla and Scooter are ready for action in this five level, three player blast-'em-up par excellence — just as soon as they've grabbed the alien splattering guns that are conveniently hidden in the back of their stall.

The opposing aliens aren't your usual thicko rampage-around-and-draw-attention-to-yourself types. Oh no. They disguise themselves as trees, post boxes, phone boxes and the like. Though this doesn't make them any the harder to kill, they do have the element of surprise, and an itchy trigger finger is recommended. You're armed with a powerful bazooka, but if a lamp post (or whatever) suddenly leaps at you and you have no chance to fire, fear not: your fists and feet can be put into action.

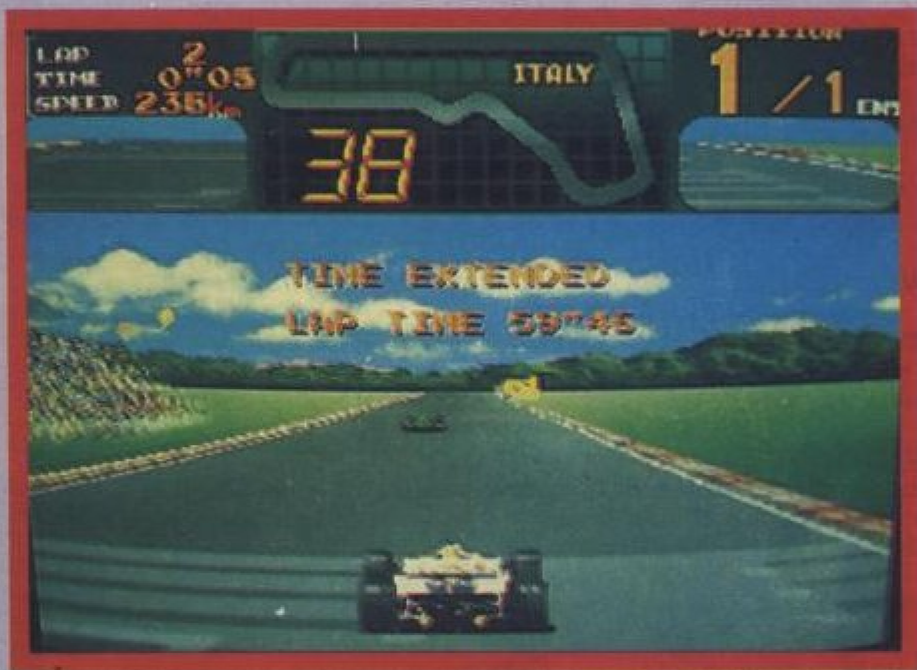
The game follows the by now familiar blast anything that moves and kill a big boss at the end of each level formula, until level five where you enter the aliens' spaceship and kill the brain controlling the attacking forces. *Alien Storm* looks good, plays well and will certainly pull the crowds. Search for it at your local arcade.

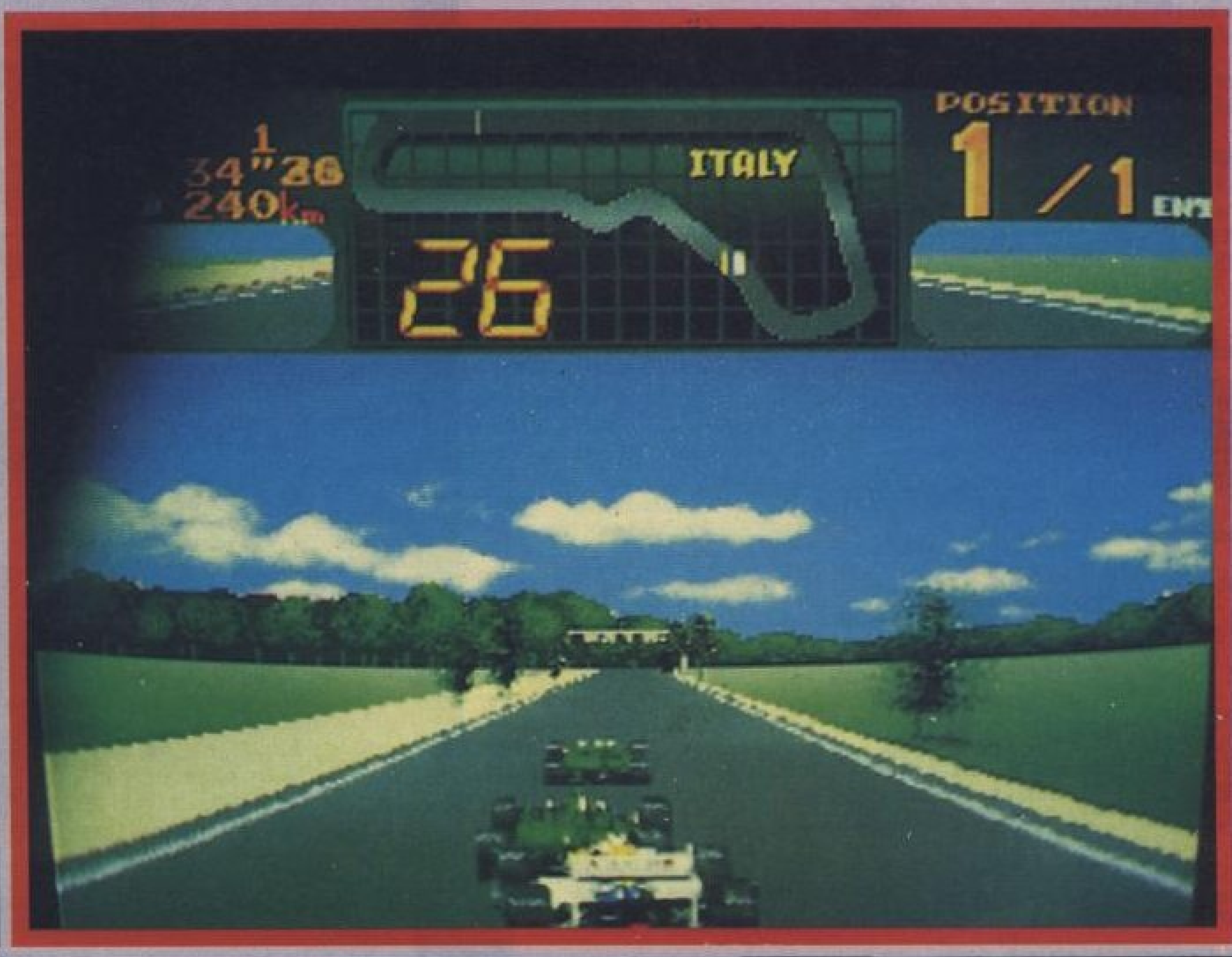
Final Lap 2
Namco

● *Final Lap 2* is not so much a sequel as an extention of the original game. Like its predecessor the cabinet is distinctive: two screens are placed side by side for those all important two-player games and apparently more than one cabinet can be linked together to give a multi-player game.

There are four tracks to race on, and each is shown in all its tortuous glory. When a track is chosen the game asks for confirmation of a second player (the computer takes over if not), this done it's on with the race. Each player's view is from behind their car and you control the vehicle with the steering wheel, hi-low gear lever, accelerator and brake setup.

As with the majority of racing games these days the higher in the finishing stakes you are the longer you survive. Of course in two-player mode the sight of your friend zooming off up the track adds to the tension, as does the realistic steering. Take a corner too sharply and you'll end up in the crowd! This is one of the only racing games I know of where you MUST brake when approaching a corner and this realism is well appreciated. With so many good racing games around these days your pocket money no doubt disappears at the rate of knots, and now here is another one to gobble up another few ten pees.











GP Rider
Sega

● **Sega** are busy little beavers, aren't they? Not content with releasing *Alien Storm*, *Moonwalker*, *G-Loc* et al, they now reveal their new motorcycle racing game. Stunning graphics and realistic bike controls combine to provide the ride of your life. Like **Namco**'s *Final Lap 2*, two cabinets have been linked to provide simultaneous two-player games, with each player sitting astride a mock motorcycle. So twist that throttle to go and swing the bike from side to side to steer... realistic eh?. As you can see from the piccies the graphics are top notch. Check *GP Rider* out now.

MOONWALKER
Sega

● You've seen the movie, you've worn the tee shirt and you've listened to his albums, now play *Moonwalker* the game! This is a three-player affair where Michael's friends have been kidnapped by a nasty villain and our hip twizzling hero (along with optional friends) must brave level after level of evil henchmen to rescue them.

Each player's Michael wears a different coloured suit so you and your pals aren't confused as to who's who — the bad guys are easy enough to spot. Knife wielding punks, spooks, zombies, robots and gun toting hoods are all after Michael's blood. Michael isn't defenceless: by pressing the shoot button he either spins round and knocks attackers off their feet or fires bolts of lightning from his fingertips. Alternately press the dance button and watch Michael lead all the baddies in an amusing dance routine, at the end of which they all keel over and die!

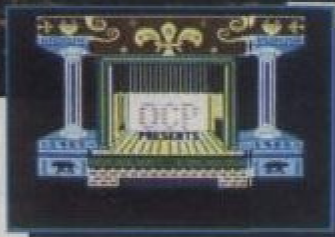
Along the way Michael finds his friends tied up. When freed they often bestow extra energy (lose all energy and you die) or a dance icon. Watch out for Bubbles the chimp on your travels — catching him turns you into a mean mutha robot that fires twin laser bolts from its hands.

The naff movie may lead you to think that *Moonwalker* the game is of the same calibre, but it's really rather good. Both graphics and sonics are up to Sega's high standards: colourful and well defined sprites pack the screen whilst many of Michael's hit songs fill your ears. Who's Bad?? This game certainly isn't.

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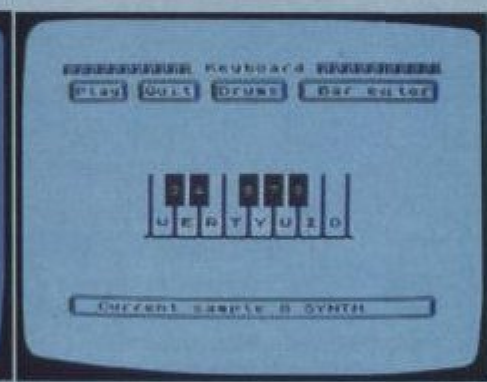
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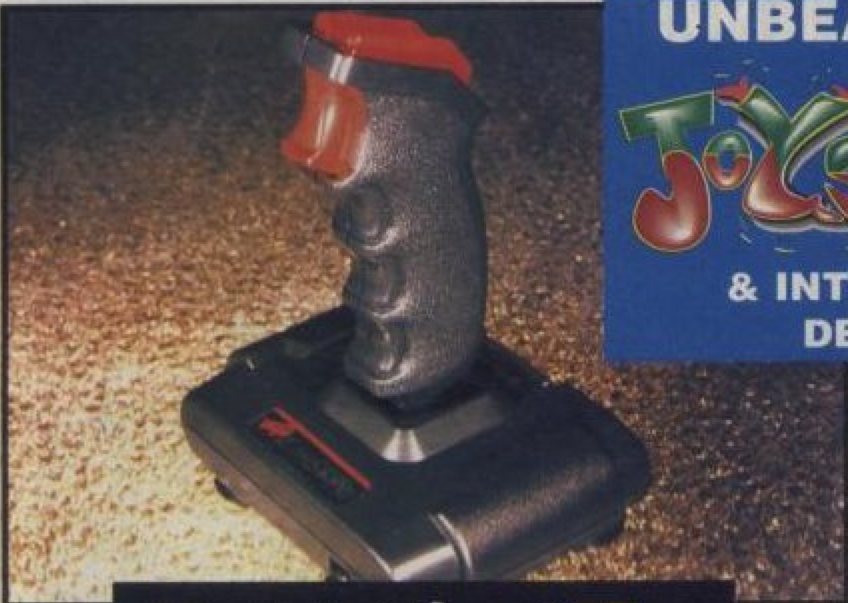
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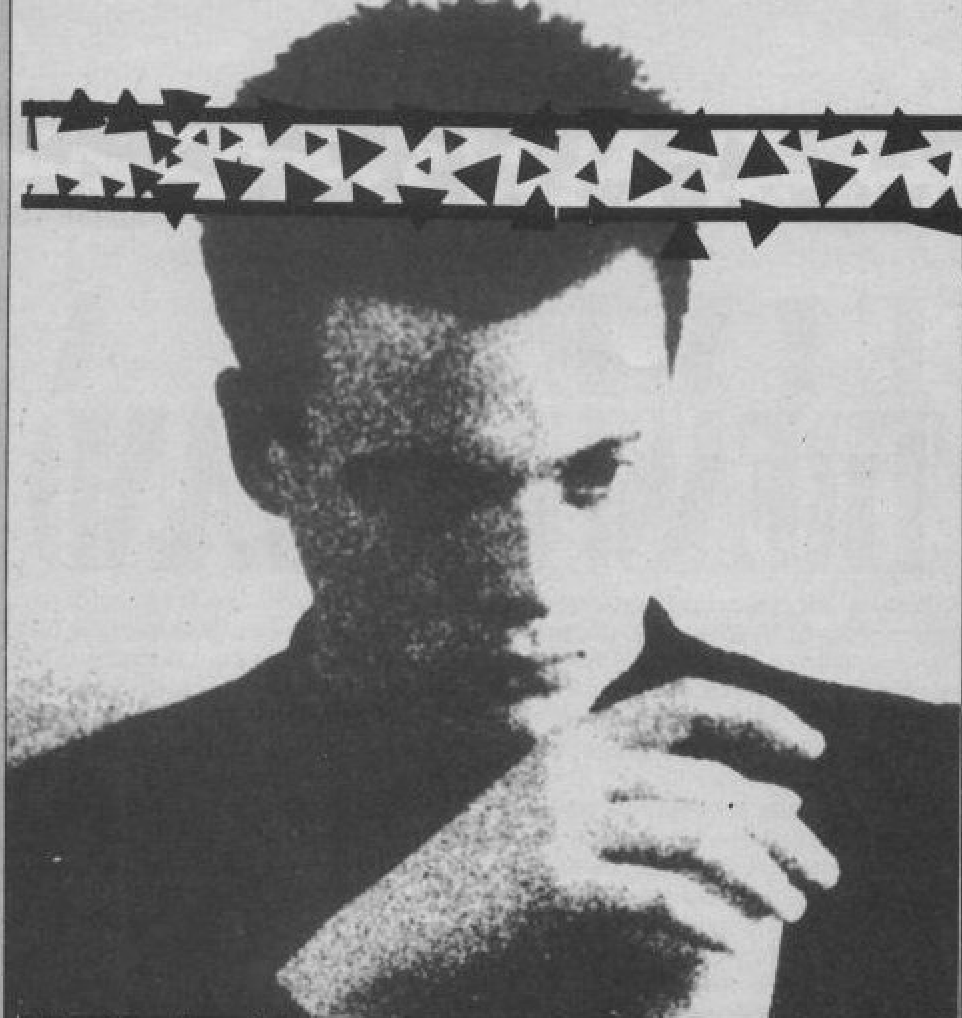
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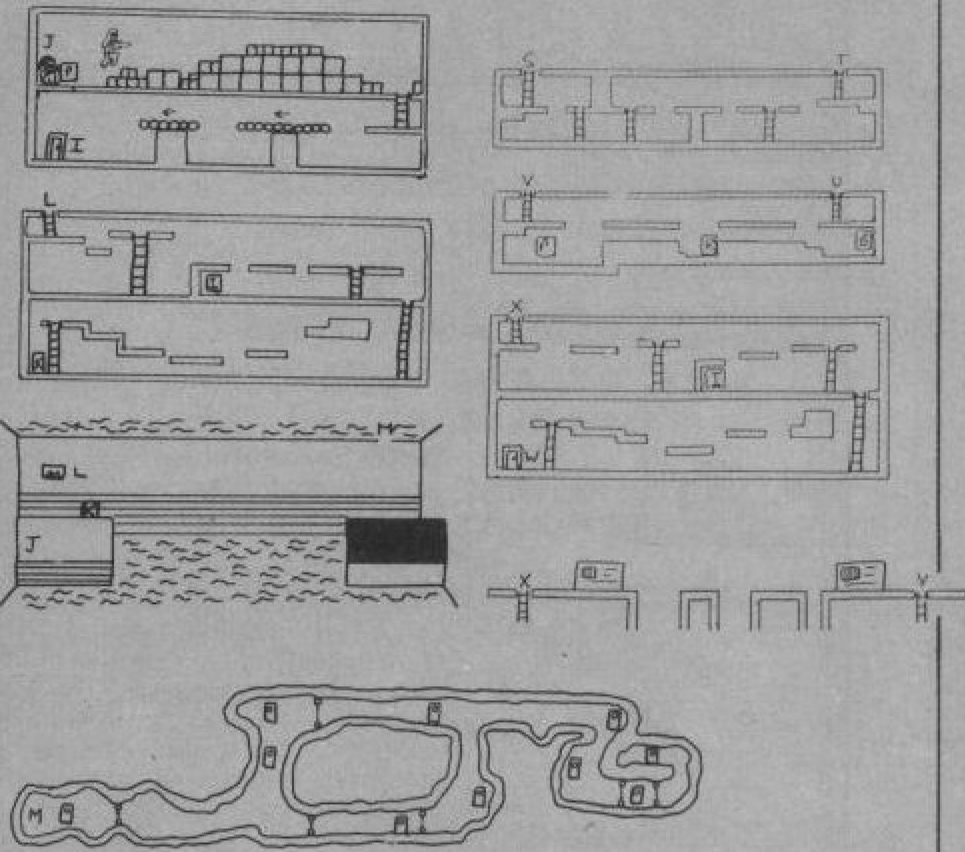


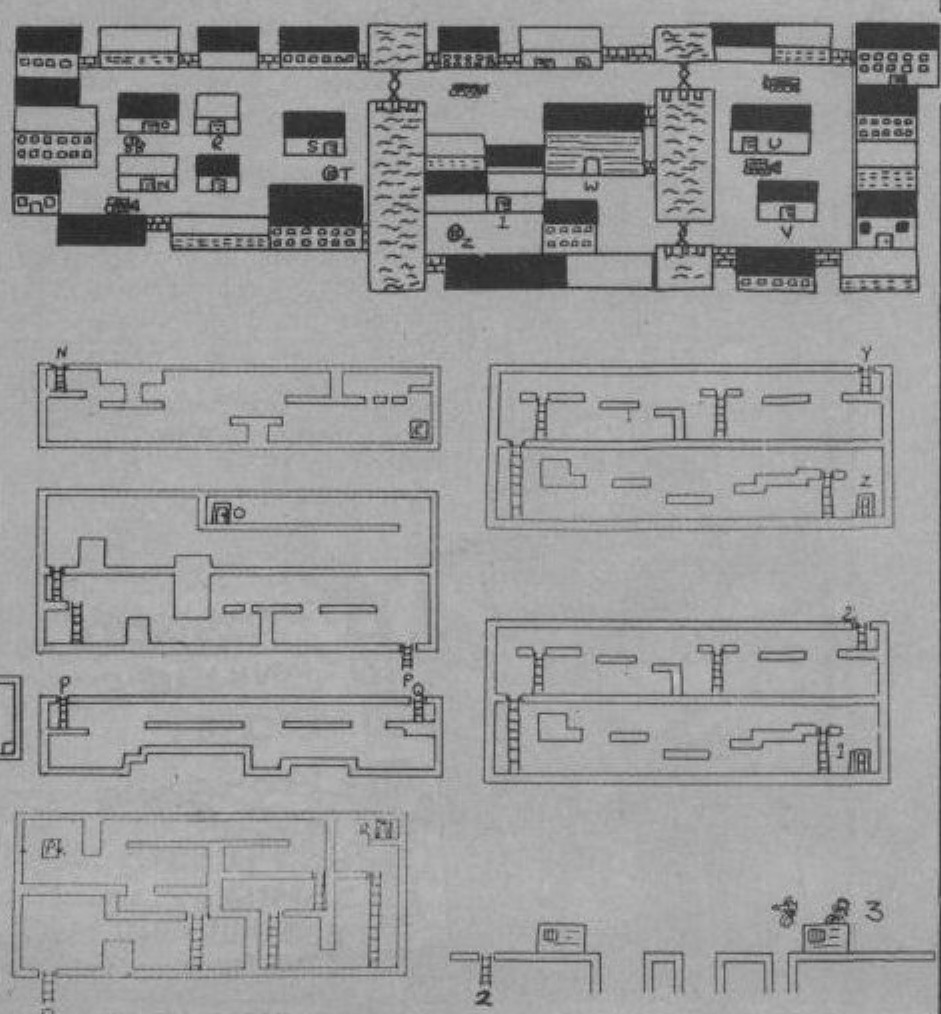
Nick's PLAYING TIPS

Ahh... true love is in the air. The little bunnies and lambikins are playing friskily in the meadow and everything is pink and fluffy in the world. Everything except Nick's Playing Tips of course, this section of the mag is WELL 'ARD!

I've got a ton and a half of interesting snippets for you this month. For all fans of the *Teenage Mutant Green Splodges* who've got fed up with the pencil case, eaten all the candy sticks and worn out the ultra trendy 100% PVC bum bags there's a new mutant map for you to get stuck into. I've also got a jolly fun solution to that spiffing adventure game *Five On A Treasure Island* on the SAM Coupé and a few yummy hints on CodeMasters' *Kwik Snax*.

Finally a message to a special person out there as it's almost Valentine's Day... Who's a beautiful wittle snogglechops den? Lots of big, sloppy kissy wissys on the nosey wosey xxx. (Awww! Nick, you're too kind —Ed).

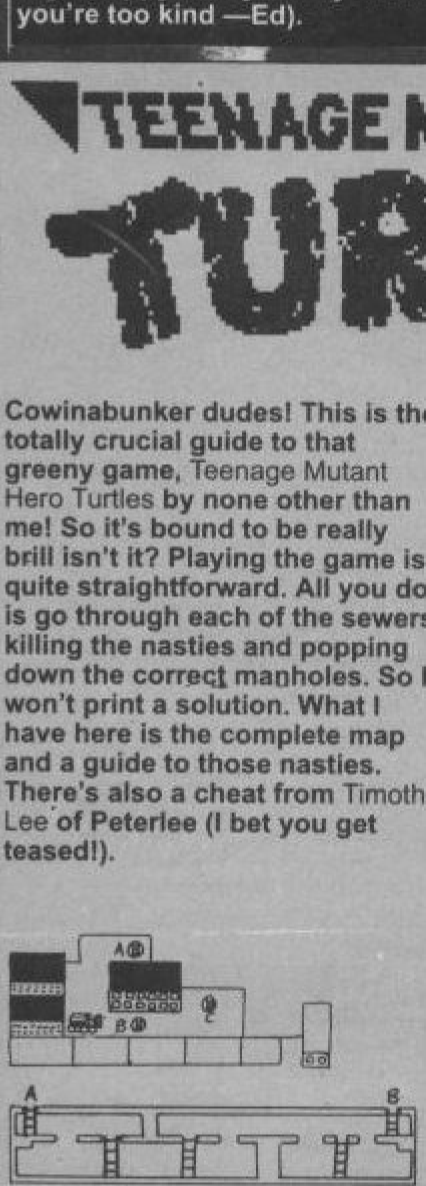


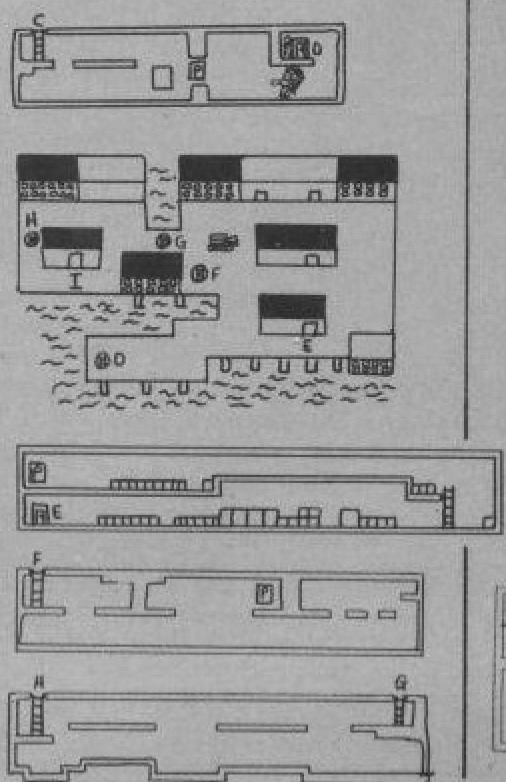


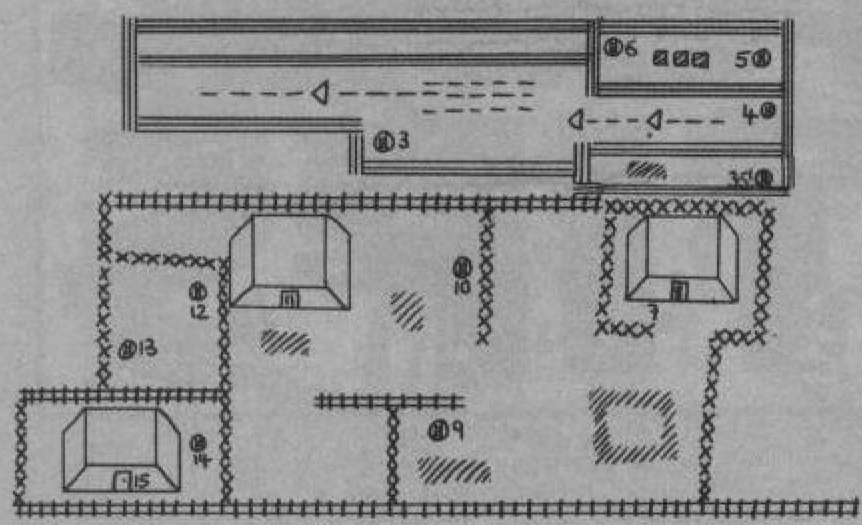
TEENAGE MUTANT HERO TURTLES

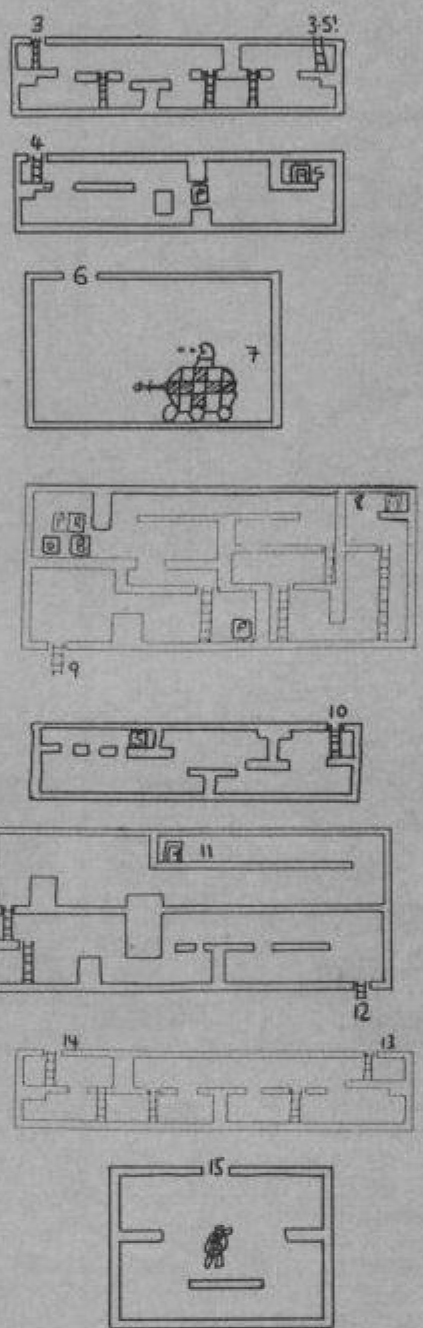
TM.

Cowinabunker dudes! This is the totally crucial guide to that greeny game, Teenage Mutant Hero Turtles **by none other than me! So it's bound to be really brill isn't it? Playing the game is quite straightforward. All you do is go through each of the sewers killing the nasties and popping down the correct manholes. So I won't print a solution. What I have here is the complete map and a guide to those nasties. There's also a cheat from** Timothy Lee **of Peterlee (I bet you get teased!).**











Cheese and Tomato Pizza Cheat!

Press down the CAPS LOCK, EDIT and GRAPH keys and then press G to turn the cheat on and H to turn it off again. The cheat will give you infinite energy on all the turtles.

Turtle Torturers!

Frogs — hop from side to side - 1 shot to kill.
Firey Men — roam about the levels - 1 shot to kill.
Large Eye On Stilts! — either move up and down on the spot or left and right - 1 shot to kill.
Giant Fly — hover above - 1 shot to kill.
Bulldozers — drive left to right among buildings - avoid them like the plague!
Blue Ninjas — move randomly among the buildings - avoid them
Bebop — charges at you with a gun - takes 11 shots to get rid of him.
Leggers — walk on the ceiling getting in your way - 1 shot to kill.
ED-209 lookalikes — walk left to right - 1 shot to kill.
Flying Saucers — zoom about overhead - 1 shot to kill.
Large Tank — fires bombs but stays stationary - 11 shots on turret to destroy.
Shredder — pounces around the screen, duckin' an' a divin'! - 17 shots to kill.

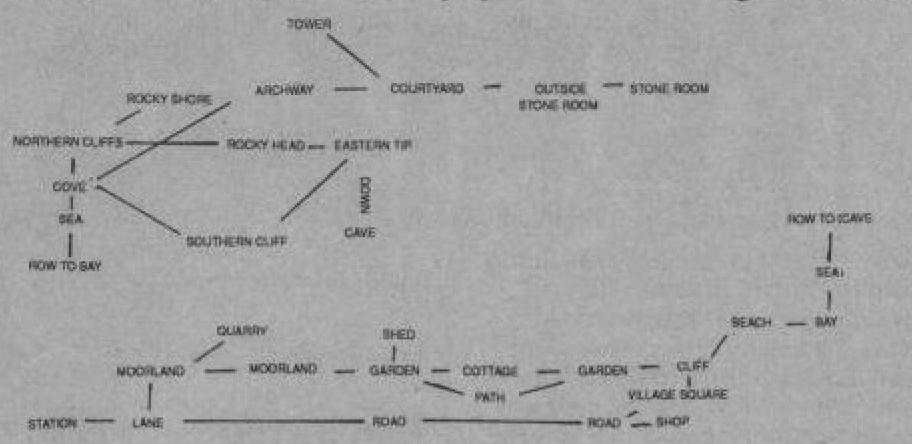
P = PIZZA SLICE
I = INVINCIBLE
R = ROCKETS
B = BOOMERANG
O = ROPE
S = SHIRIKENS

FIVE ON A TREASURE ISLAND

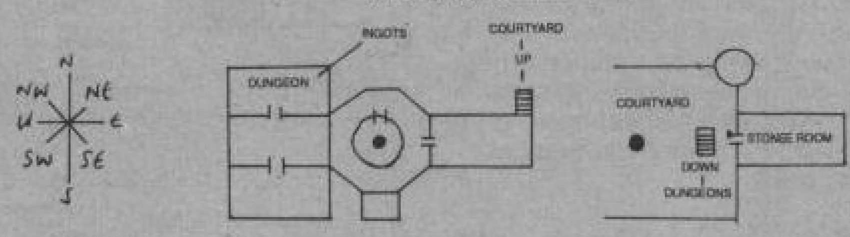
'Golly gosh, aren't adventures such jolly fun!' Erm, yes, Jeremy Rossall **thinks so because he's been working hard on this complete solution and map to that great SAM Coupé game.**

Wait in the train until it stops at the station. Leave the train and follow Aunt Fanny until she reaches Kirrin Cottage. Go up to the attic. Open the old trunk and take the candle. Go to Aunt Fanny's room. Examine the clock and remove the batteries from it. In the spare room examine the bed to find some matches. Go to the store room under the stairs and light a match. Take the torch. Go to the tool shed and take the rope. Go to the sitting room and send Anne north. Become Anne and go to the dining room. Become Julian. Turn on the wireless set. Joanna will enter. Ask Joanna to give you the oven gloves. Become Anne. You may now enter the kitchen until Joanna returns. Take the scones, cake and lemonade from the pantry and the spade from the vegetable garden. Leave the onion. Repeat the above procedure to remove Joanna from the kitchen if necessary. Go to the grocer's shop and buy the ices with the pocket money. Find George and give the ices to her. She will now be your friend. Go to the Village Square. Wait until George points to the statue and tells you about her Great Grandfather. When George mentions Timmy, ask her about him. Go to the eastern end of Kirrin Bay Beach. Alf will be pleased to see George. Become George and say hello to Alf. He will then fetch Timmy. Enter the boat. George must row the boat with the oars.

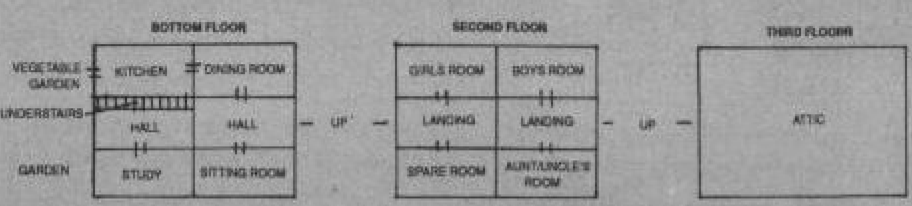
Leave the boat at Kirrin Island and go to the courtyard. Wait until Timmy sees a rabbit and chases it down a hole. Examine the bushes and wear the oven gloves. Pull up the bushes to reveal the entrance to the well shaft. Drop the oven gloves and go down to see a storm brewing. Pull the boat up on to the sand. Eat the cake. Some crumbs will fall to the ground. Take them. When the storm begins go to the long stone room and wait there until the storm is over. You'll start sneezing. Go to the jackdaw tower and drop the crumbs. A jackdaw will eat the crumbs and leave some sticks. Take the sticks back to the long room and paper will fall to the ground. Take the piece of paper and light it with a match. Light the sticks



DUNGEONS (MAP FOUND IN BOX)



KIRRIN COTTAGE



with the burning paper. The fire will warm everyone up. Go to the eastern tip of Kirrin Island. Examine the heather to find a tree stump. Tie the rope to the tree stump and drop the rope down the hold to form a way down. Go down into the cave. Julian or Dick must smash open the wooden crate to reveal the axe inside. Take the axe and go west. You'll see an old wreck washed up on the rocks. Board the wreck and go to the Captain's Cabin. Examine the seaweed to find the cupboard. Julian must have the axe. Tell Julian to chop the cupboard with the axe. The lock will shatter. Open the cupboard to find a wooden box inside. Leave the broken cup. Take the wooden box back to Kirrin Cottage (George must row).

Go to Quentin's study and examine the shelves. Read one of the books. Go up to the attic and open the narrow window. Throw the box out of the window. It'll fall down to the crazy paving. Go to the crazy paving. Quentin will enter and take the box into his study. Wait outside until you hear him snoring. Go into the study QUIETLY and examine the desk. Open the drawer to find the wooden box inside. Take the box and open it. A map, key and documents will fall out. Take the map and read it. Leave the box, documents and key. Leave the study, Quentin will enter and take the map from you. Do not enter the study again. Shortly a stranger will arrive to buy the wooden box from Uncle Quentin. Go back to Kirrin Island (George must row).

Fetch the rope from the eastern tip of Kirrin Island, and go to just outside the stone room. Dig with the spade. Timmy will become excited. Tell Timmy to dig. A stone slab will be unearthed. Examine the slab and tie the rope to the iron ring fixed to it. Pull the rope. If everyone is present they'll all join you in pulling the rope and the dungeons will be revealed. Put the batteries in the torch and turn it on. Go to the circular chamber and examine the column. Push the metal grille. It will fall down the well. Go to the wooden door. Julian must have the axe and the torch. Dick should have the matches and candle. Become Julian. Chop the door with the axe. A splinter will fly into Dick's cheek, and he'll go above ground. Go north into the dungeon. The stranger and Jake will enter and lock you in. Become Dick. Wait until you see a motor boat speed away from the island. Go to the entrance of the dungeons and untie and take the rope. The entrance to the dungeons will be blocked off with a heavy boulder. Go down the well and squeeze past the fallen slab. You will be in darkness. Light a match. Tie the rope to the ladder and drop it. It will form a way through the broken grille. You will now be in the circular chamber. Go north, south west, south west (in darkness). Light the candle with a match. You will now be outside the wooden door. Examine the rotten matting to find a hidden key. Take the key and unlock the door with it. Open the door and go north to rescue the others. Take the gold bar. Shortly Julian will have an idea. Go south and south again. Wait there until Timmy points north and growls (quite a time). Wait again until Timmy stops growling. The stranger and Jake are now in the dungeon. Go north. Close and lock the wooden door with the key, trapping the stranger and Jake. Leave the dungeons (the boulder blocking the entrance will have been removed),

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Answer 4 simple computer related questions and by this time NEXT MONTH YOU could be the Lucky Winner of one of FOUR Superb First Prizes in this months DIAL-A-QUIZ "Welcome to 1991" Computer Competition

e.g. QUESTION: What is the name of the main character in Dragons Lair?
ANSWER: 1. Billy Brave
2. Dirk The Daring
3. Fearless Freddy
It's THAT simple!

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NOVEMBER RESULTS
MANINDER SINGH From LEICESTER..AMIGA
ADRIAN SWABY From Essex..ST TURBO
PHILIP SOUTH From HEMEL HEMPSTEAD..MEGADRIVE
DANIEL GOODWIN From LONDON..NINTENDO

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and go back to find Uncle Quentin at Kirrin Cottage (George must row).

George will tell Quentin about the stranger and Jake. Give him the gold bar to make him believe George. Quentin will call the police. Wait until the constable arrives. The constable and Quentin will now follow you back to Kirrin Island (George as usual must row).

Go back down the dungeons and to the wooden door. Unlock the door with the key. The door will open and Jake and the stranger will enter. The police constable will arrest Jake and the stranger and you'll have completed the adventure, — what jolly good fun!

SHURIKEN

Everyone I've spoken to loved this *Exolon* clone on the December cover cassette. In case you found it a little hard, here are some tips on the game from Graham Cormode **of Maidstone.**

Items appearing on the first two levels

Trees: Two sorts — solid or not. The solid sort must be rocketed. Visual differences are that the solids look more like palm trees and have a grey shaded part on the right hand side.
Crushers: They're impossible to see until they push up, kill you and go down again! They only kill you if you're standing where they appear — so with care they can be avoided.
Homing missiles: Small and annoying, they appear anywhere and home in on you. They kill on contact but can be shot.
Mines: Buried in the ground they explode when you tread on them. They can't be destroyed without loss of life and must be jumped over.
Gun: Sends out bullets like most guns, aimed at you. Try to rocket these as soon as possible even if you lose a life in the attempt. Guns are a right pain!
Mushrooms, tombstones, yellow blocks, flowers and lots of others: Can be rocketed for points but can also be used as steps.
Icons: White squares with designs corresponding to those on the status panel at the top. Increase these things...clockwise from top right: ammo, rockets, lives, teleports (level three onwards).
Anti-grav blocks: Up to three yellow blocks suspended over a central green block in the ground. When you pass the green block the yellow ones start to fall. The yellow blocks are of course deadly if they hit you on the head, so don't linger.
Dynamite: A green square which blows up when shot or rocketed, killing you. Leave them well alone!
Bubble blowers: Minor craters which spew out bubbles which float up and disappear. The bubbles can be shot and the blowers rushed past between blows.

General hints and tips

★ **Don't be too careful with ammo, you have plenty to use and it is replenished upon death!**
★ **Most things can be destroyed in one go, so don't waste ammo on stubborn items.**
★ **Take out homing missles and guns as quickly as possible.**
★ **Watch out for mines that blend in and crushers that start after you enter the screen.**
★ **Don't shoot dynamite!**
★ **Don't go off screen leaving something to do (ie. extra life uncollected) as you can't return to a screen once you've left.**
★ **Beat my high score of 12,600 (easy!) and watch out for the falling bombs as seen in 'Cybernoid'.**

Screen by screen guide to the first two levels

1. Go as far right as possible, crouch and rocket the tree (the other items may be rocketed for points.
2. Rocket mushroom and the second tree from the left. Jump over the mines.
3. Rocket the flower and tank. Homing missiles appear from now on.
4. Rocket the mushroom and tank.
5. Either jump along the line of gravestones by jumping on the lemon thing then the stone, or just rocket everything!
6. Get extra rockets and rocket everything.
7. Use the mushroom as a shield, walk up to it, jump up and rocket. This should destroy the gun. Then blow up the mushroom.
8. Use the lemons as steps, go up them. Rocket trees and walk off.
9. Blow up the spaceship and walk down the steps. Destroy them and get the extra ammo of necessary.
10. Jump over the mines and the hole, it's that simple.
11. Similar to screen seven, use the face as a shield, rocket the gun then the face and the tree. Go up the steps.
12. Destroy the face, and use its base to mount the tombstones, jump along over the mines.
13. Get onto the middle of the stone and keep jumping along. Rocket the face and walk off.
14. Go a kamikaze — go right, jump right and rocket the gun then you'll die from falling down the hole. Jump the holes in safety without the gun.
15. The second tree is solid, rocket it. Jump over the mine and walk down to the last step and jump over the mine.
16. Similar to screen 14, jump right and destroy the gun and die. Wait for the first crusher to go up then walk along and jump over the first mine. Repeat with the second crusher and mine. End of level one!
17. Level two! Don't blow up the green squares, they're dynamite. Just walk over and avoid the crusher on the right hand side.
18. Rocket the tree, jump the hole, avoid the crusher, blast the door and go through.
19. Destroy the steps and walk along the bottom level collecting the icon on the way.
20. Destroy all the yellow objects and walk along.
21. Avoid the crusher (appears in first third) and blast the door.
22. Jump over bubble blower, walk along (avoiding the falling block) and jump the second blower. Crushers appear, so be quick in the centre.
23. Go right, jump and destroy the gun. Try to land on the extra life and go right before the bubbles start.
24. Jump over the bubbles, get the ammo and go right quickly.
25. Jump onto the first platform, jump up and rocket the gun. Go up the platforms.
26. Use only one rocket for the gun, then jump off the edge and jump over the mines.
27. Just walk right quickly.
28. Repeat 27, then jump on the tank and jump off the far right hand side.
29. Collect icons and fall onto the ground on the right.
30. Destroy the faces and bases. Walk along and blow up the door. Don't stop or you'll be crushed!
31. Walk straight along.
32. Otherwise known as 'aargh!'. Jump onto the first block, jump right and rocket the gun. Walk along avoiding the mines. End of level two!

LUNA ATAC

This is the solution to the cover game from Issue 80, *Luna Atac*. It's come in from Robert Murrell **of Norwich.**

The password you need for the game is CBOSAR.

When using password machines choose the letters:
C from CXOF
B from WOBC
O from TOCA
S from NSEX
A from GAPI
R from UMER

Collect the blue barrel, r, u, u, l, collect pink barrel, r, go through transporter, r, use password machine, r, u, d, collect blue barrel, u, use password machine, d, d, collect green barrel, d, d, collect pink barrel, use password machine, go through transporter, d, r, d, use password machine, collect blue barrel, r, r, collect green barrel, l, l, l, use password machine, d, d, use password machine, u, d, collect pink barrel, go through transporter, d, u, r, u, use password machine select letter S, go to rocket. THE END!

POKEMANIA
Lots of fun and frolics on this month's dose of Pokemania perfection. Here's what we've got...

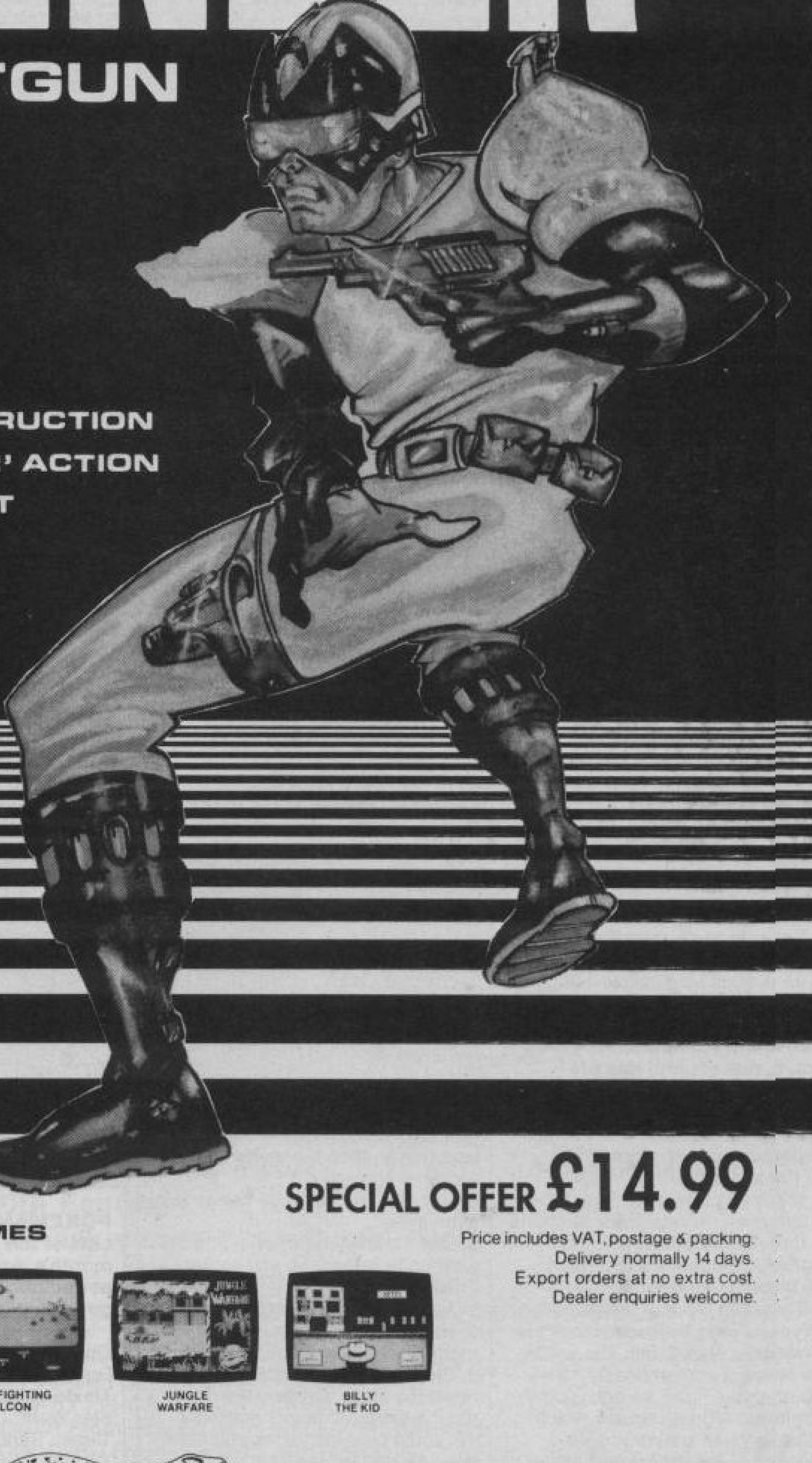
Ghouls 'N' Ghosts 48/128K
Double Dragon 2
Thunderblade
Star Wars
Target: Renegade
Xenon
City Slicker
Dizzy 3.5
Top Cat in Beverly Hills Cats
Light Force
Technician Ted

Well there you have it! Another breakthrough in tipping technology brought to you courtesy of Nicko! The hippest dude in Playing Tips history. Keep sending in all your stuff to the usual address and you could be the lucky recipient of a £40 software voucher to spend at your will. Just like...(fanfare please) Jeremy Rossal **for the** *Famous Five* solution. **The address is** NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.

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ACCESS

win! win!

HE IS THE LAW!

(and this is the compo!!)

★ WIN THE COMPLETE SET OF *THE CHRONICLES OF JUDGE DREDD*!!
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Borag thungg Earthlets! Do you want to win some scrotnig prizes? This is the place to win 'em thanks to ghafflebette software house Virgin which is celebrating the long-awaited release of its zarjaz game *Judge Dredd*!

Judge Dredd was reviewed in Issue 81 but because the other computer versions were delayed it's only now that you'll be able to find the future's most feared law enforcer stomping into your shops (Eeek! -The Nation's Shopkeepers).

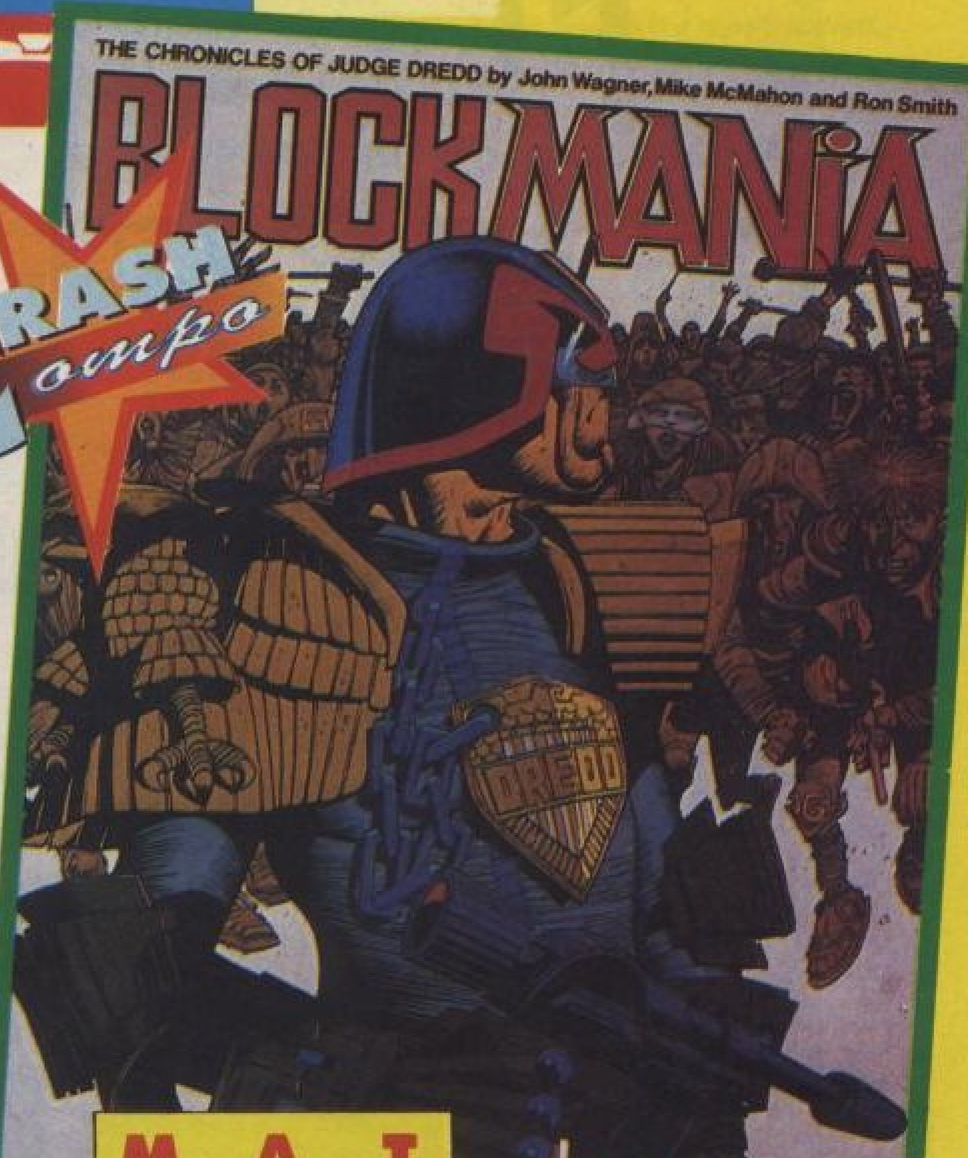
Star of comic 2000AD, Dredd's on the Speccy in style in a six-level shoot-'em-up set on the streets and in the buildings of the meanest town around: Mega City One! Help Dredd stop the army of fatties who are eating through the city! Stop a deadly enzyme that's turning everyone into apes! Defeat Sov agent Orlok before he poisons the water supply turning everyone mad with a dose of the deadly Blockmania drug! And finally call on Dredd's ultimate powers to destroy the snutting evil Dark Judges! The Lawmaster (Dredd's bike) and the lawgiver (Dredd's gun) are there to help and it's a game and half; and it's a very violent other half!! Yayy!

Up for grabs in this florix grabundae Dredd compo is a brilliant first prize: the complete set (so far) of The Judge Dredd Chronicles featuring billions of thrill-packed stories. The prize is a real collector's item — there are around 37 books with a total value of nearly £200!! The first prize winner also gets a copy of the game! Zarjaz!

Even if you don't win first prize Virgin is offering 20 runners-up a Judge Dredd experience with a copy of the game! Quaequam blas, or what?!!

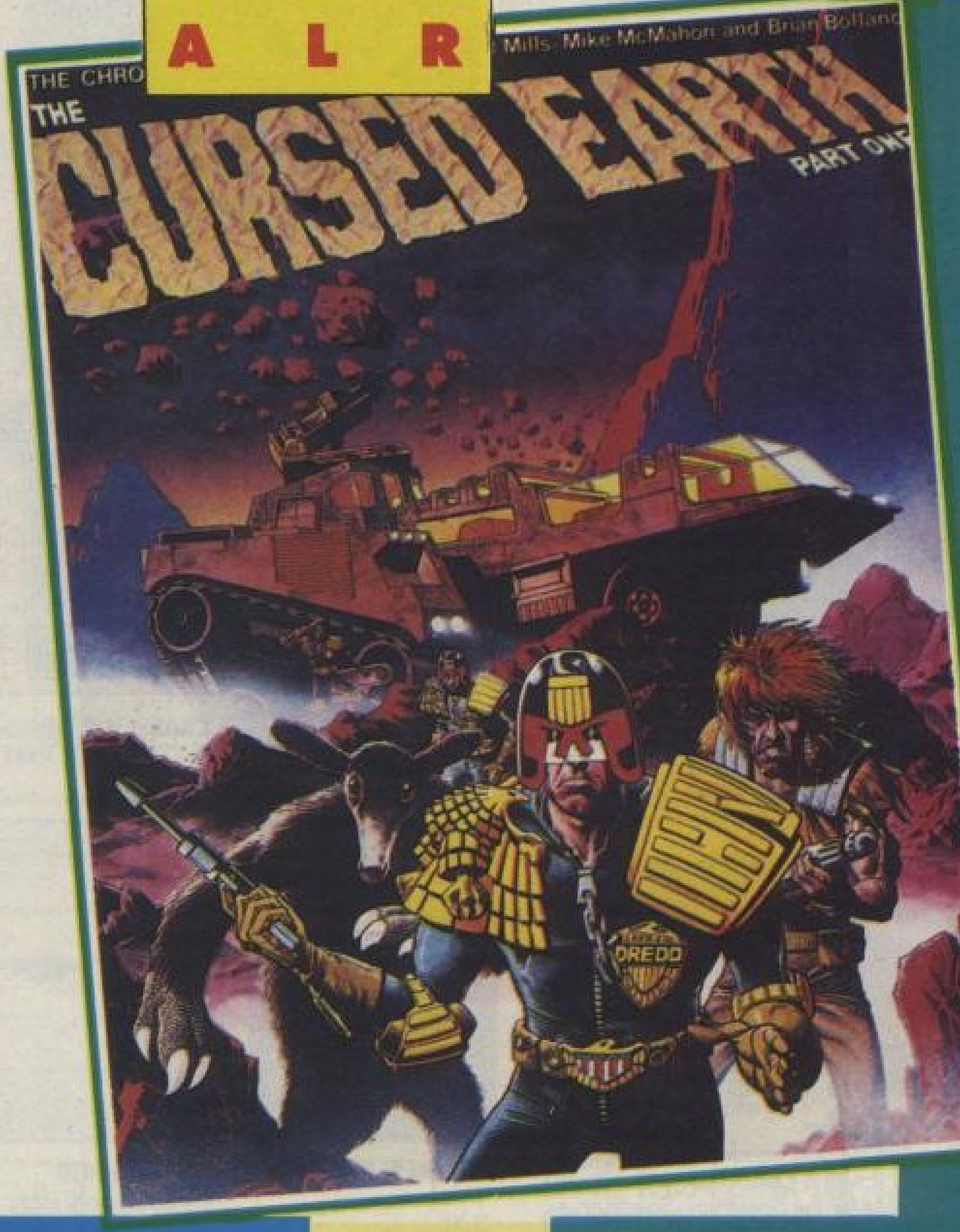
To be in with a chance of winning put your thinking caps on and have a go at this word grid. The nine letters within the grid make up a word, which is found elsewhere on this page. What you have to do is not only spot that one word but then make as many other words from the nine letters as possible. Easy? Nah... there's a catch! You can only move one square at a time. So, to make the word WASTE you start at W, go north-east to A, south to S, north-east to T and south to E. Got the idea? Off you go! If you get 20 words you're doing very well, get 15 and that's good but if you can't make more than ten words don't bother entering!

Having found at least ten words, of three or more letters, write them down, along with your name and address and send the lot to: NEWSFIELD, WHATTA DREDDFUL COMPO!, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by February 21 or you'll have the lawmaster to deal with! Splundig vur thrigg, Earthlets!! (You're off your rocker! You're fired! —Ed).



CRASH Compo

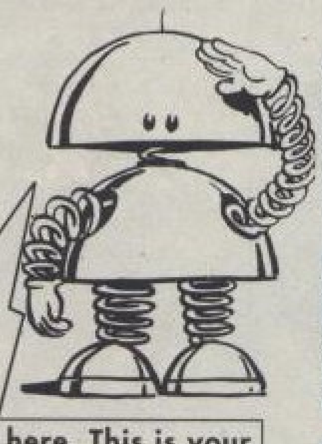
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A	L	R



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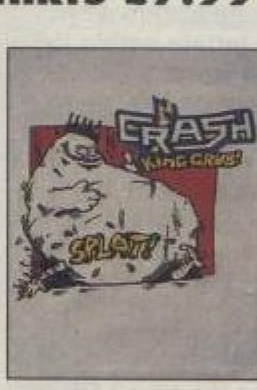
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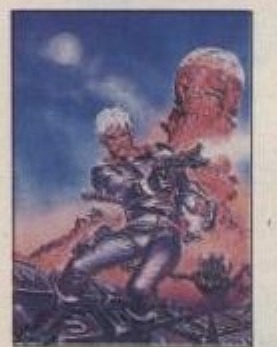
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A CRASH Smash



north & south

Infogrames ■ £12.99 ■ £17.99

Take part in your own American Civil War in this masterpiece of Spectrum programming from Infogrames where comic strip heroes created by Lambil and Cauvin, 'Les Tuniques Bleues' or 'The Blue Jackets' (who they?)come to life.

The objective of the game is simple. Eliminate all the enemy armies across America to ensure victory for your side. You do this by moving your troops around the States, launching surprise attacks on your enemy's forts, hijacking trains and having full scale battles across blood stained fields. There are four main parts to the game, each packed with excellent animated graphics, lots of colour and real toe tapping-tunes.

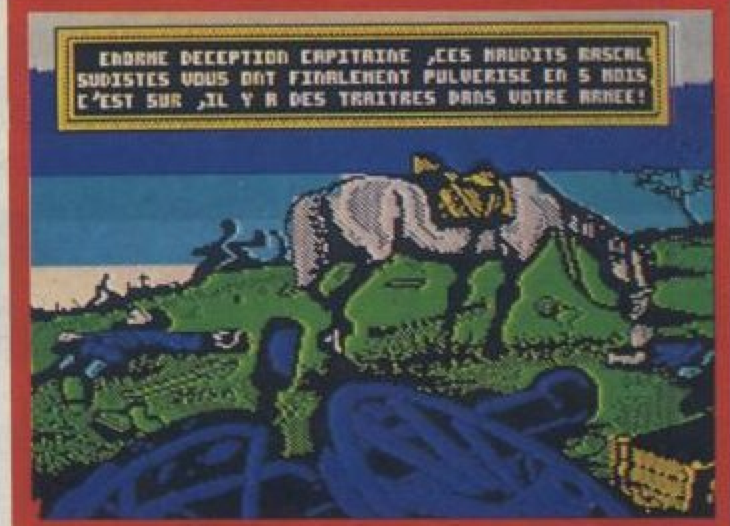
You start with a map of the USA. The armies are shown by soldiers representing good and bad on each State. The type of flag there shows who it belongs to. Running around the edge of the map is a railway line and on the coast ships sail up and down. If you attack a fort you go into an arcade sequence where the fort scrolls along and you have to dodge the guard dogs, ammo boxes and knives coming from the enemy to reach the flag at the far end. Roles are reversed with you defending if an enemy decides to have a go at you.

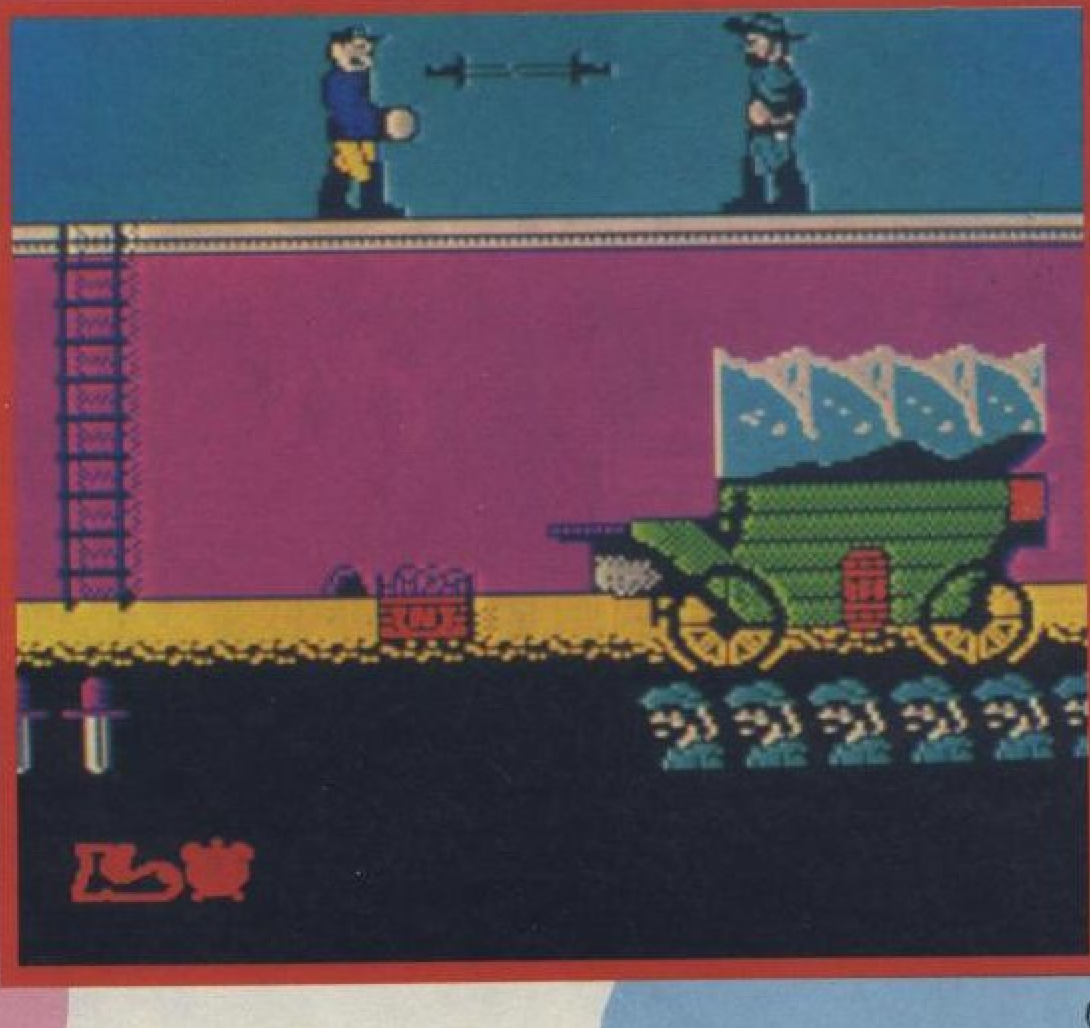
Intercepting a train is done in a similar way to the fort. The train runs by and you climb up the side and run along the tops of the carriages, jumping the gaps to make it to the driver. Watch out for those knives again though! Engaging in battle is a funny old game too. The foot soldiers, horse riders and cannon operators are all shown on a large field with bridges and rivers separating the two sides. The first army to be totally destroyed by the other is the winner and that state becomes the prize.

North and South really shows up a lot of other games by being just so slick in presentation and graphics. There are animated sequences as an introduction, and when you win and lose a game, as well as all the excellently drawn and animated arcade sequences. Play is a little puzzling at first but you easily get the hang of it and you can vary the difficulty. You do this by selecting options at the beginning of a bout. You can choose to have the ships on or off, an important decision, as they bring reinforcements from Europe. You can have Indians on or off to save being attacked and change the weather conditions which stop an army moving.

For those of you who don't like playing arcade sequences all the time there's also an option to stop them: battles are then decided for you by the computer. *North and South* is not to be missed. If more games were like this there wouldn't be talk of the Spectrum dying. Three cheers for all those involved (hip, hip, hooray!).

NICK 95%





MARK I'm surprised and very pleased to see that the programmer has managed to cram so much into a Speccy game! The graphics are colourful and highly detailed, and the hilarious civil war jingles and tunes complement the action perfectly. As with all two-player games *North and South* is best played against a mate. This way it's great fun to blast the hell out of one another and still be friends (unless one of you's a bad loser) It's very rare for me to mark a game over 95%, but I love *North and South* to death (Bang! You're dead -Ed).

97%

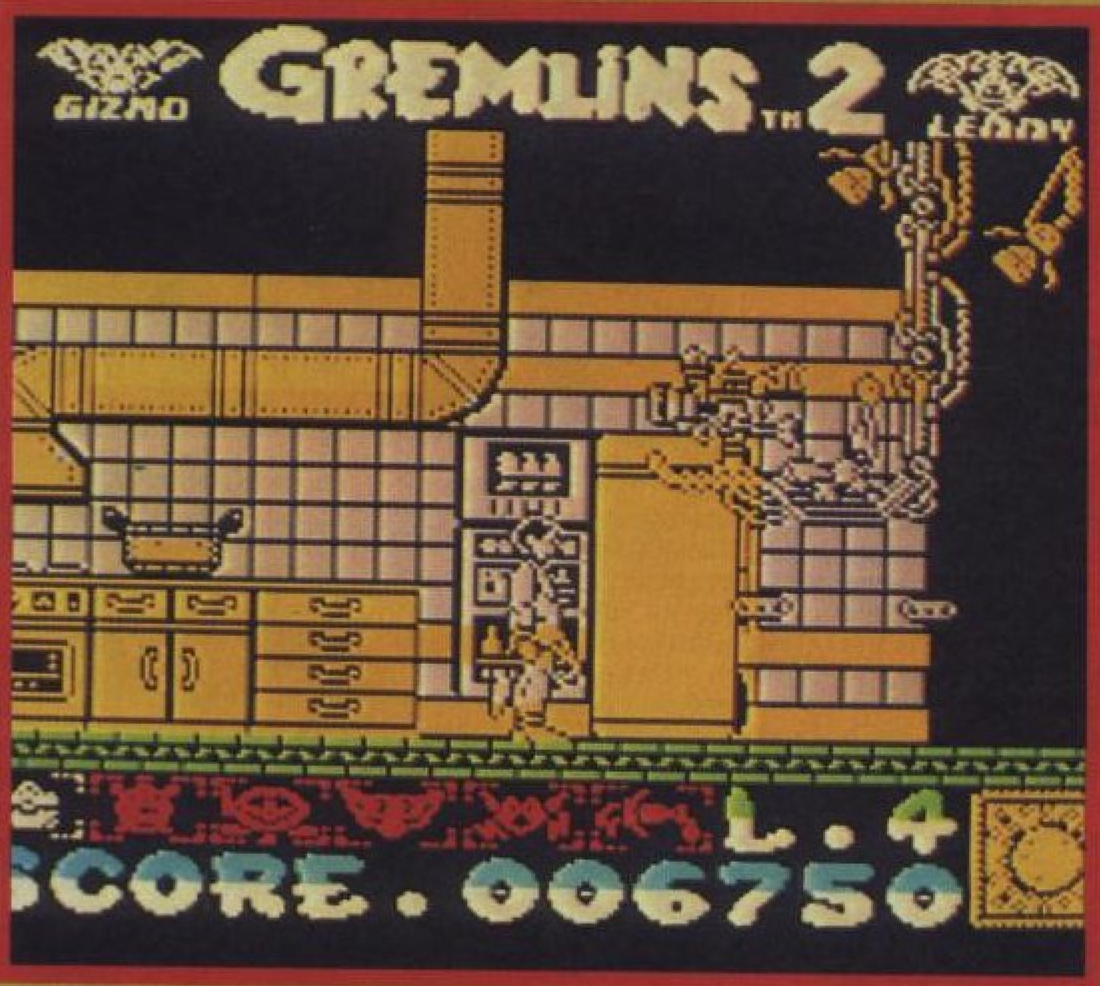
RATING

Loads of different styles of gameplay, all well produced, make up a masterpiece!

PRESENTATION	95%
GRAPHICS	93%
SOUND	90%
PLAYABILITY	91%
ADDICTIVITY	91%
OVERALL	**96%**



GREMLINS 2 THE NEW BATCH



MARK I won't repeat the first words I uttered when I started playing *Gremlins 2*, suffice to say one of them rhymes with duck. And believe me this game is ducking tough. For many games Billy was swamped by the hordes of nasty little Gremlins that bounce, run and lurk around the screen. The graphics are great, very colourful and fast moving, though sadly it's only the backgrounds that are rainbow-hued: Billy and company are monochrome. If you can survive the initial hair-tearing period *Gremlins 2* is a great fun!

86%

Elite ■ £9.99 ■

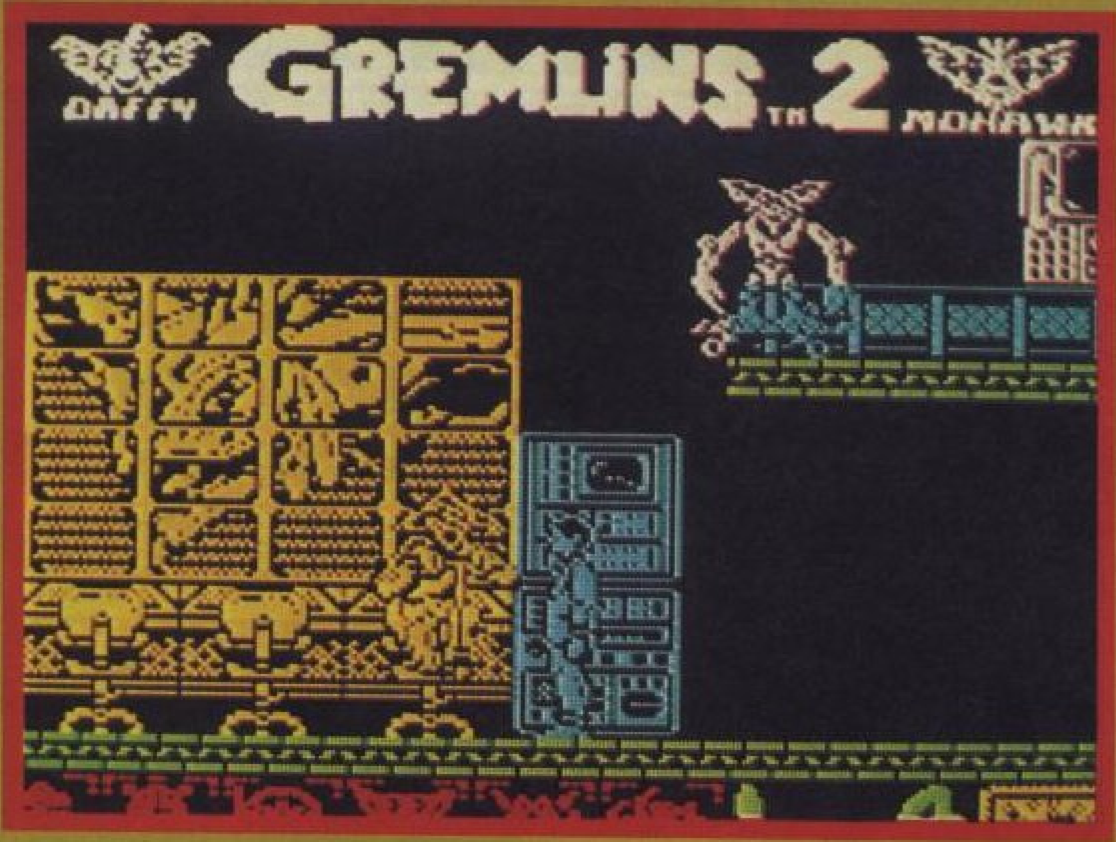
We all remember the original Gremlins story where the little devils drank, smoked, watched Snow White, terrorised grannies and generally had a naughty time. Now it's a few years later and little Gizmo has gone back to the old Chinese bloke, Mr Wing. Not for long though: Mr Wing's passed away and the large Camp Plaza has been built where his shop used to stand.

'But what happened to poor little Gizmo?' I hear you all shout. He was put in a cage (awww!) and sent to have experiments done on him (boohoo!). That is until a workman accidentally dropped water on the chap's head... Four new Gremlins were born: *The New Batch*!

Gremlins 2 — The New Batch is an arcade adventure, steeped in graphical animation and plenty of levels to clear of pointy-eared vermin. There are now separate Gremlin characters looking and sounding a lot like the seven dwarves. Each have a different way of torturing you — from pogoing on your head to electrocuting your toes! The weapons you can use against them are mainly torches. Not a very dangerous weapon on humans, but deadly to your average Gremlin! You can also collect tomatoes to throw at them (big deal!), extra lives, bonus points and time addition icons.

Visually, *Gremlins 2* is excellent. All the characters are perfectly drawn and animated and the backgrounds are packed with colour and detail. At first I thought the game was impossible to play, it just seemed so hard to get anywhere without being massacred by the little b... blighters. But when you've memorised where they appear from and had a taste of what they do, you can soon get further into it all. I got almost to the end, but then I'm a superstar (hem, hem -Ed)! *Gremlins 2 — The New Batch* is action packed. It can get very frustrating when you keep getting killed in the same places but that's all part of the fun, isn't it?

NICK 87%

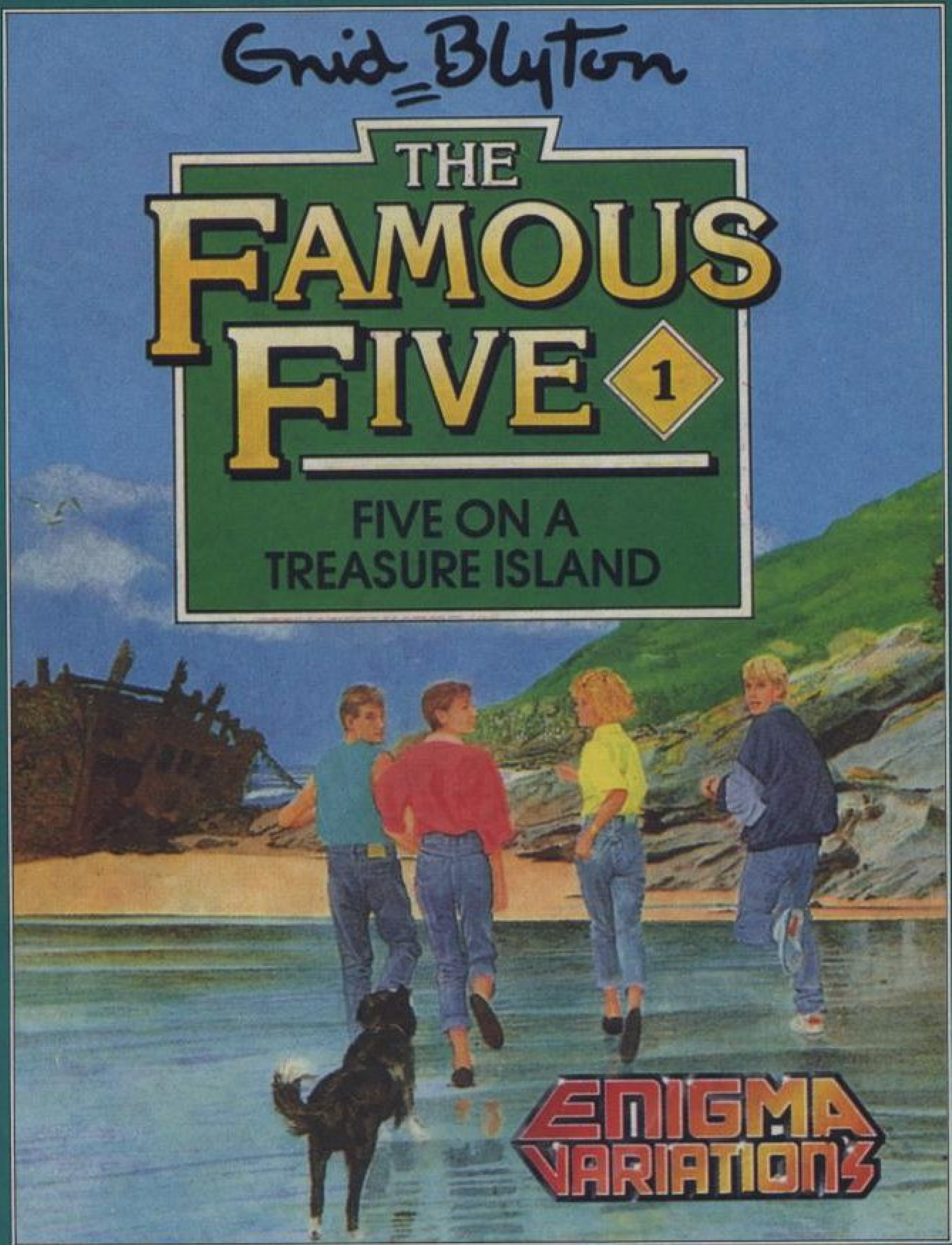


RATING

Lots of action, plenty of adventure and graphics that recreate the fun of the film

PRESENTATION	84%
GRAPHICS	87%
SOUND	80%
PLAYABILITY	82%
ADDICTIVITY	84%
OVERALL	**86%**

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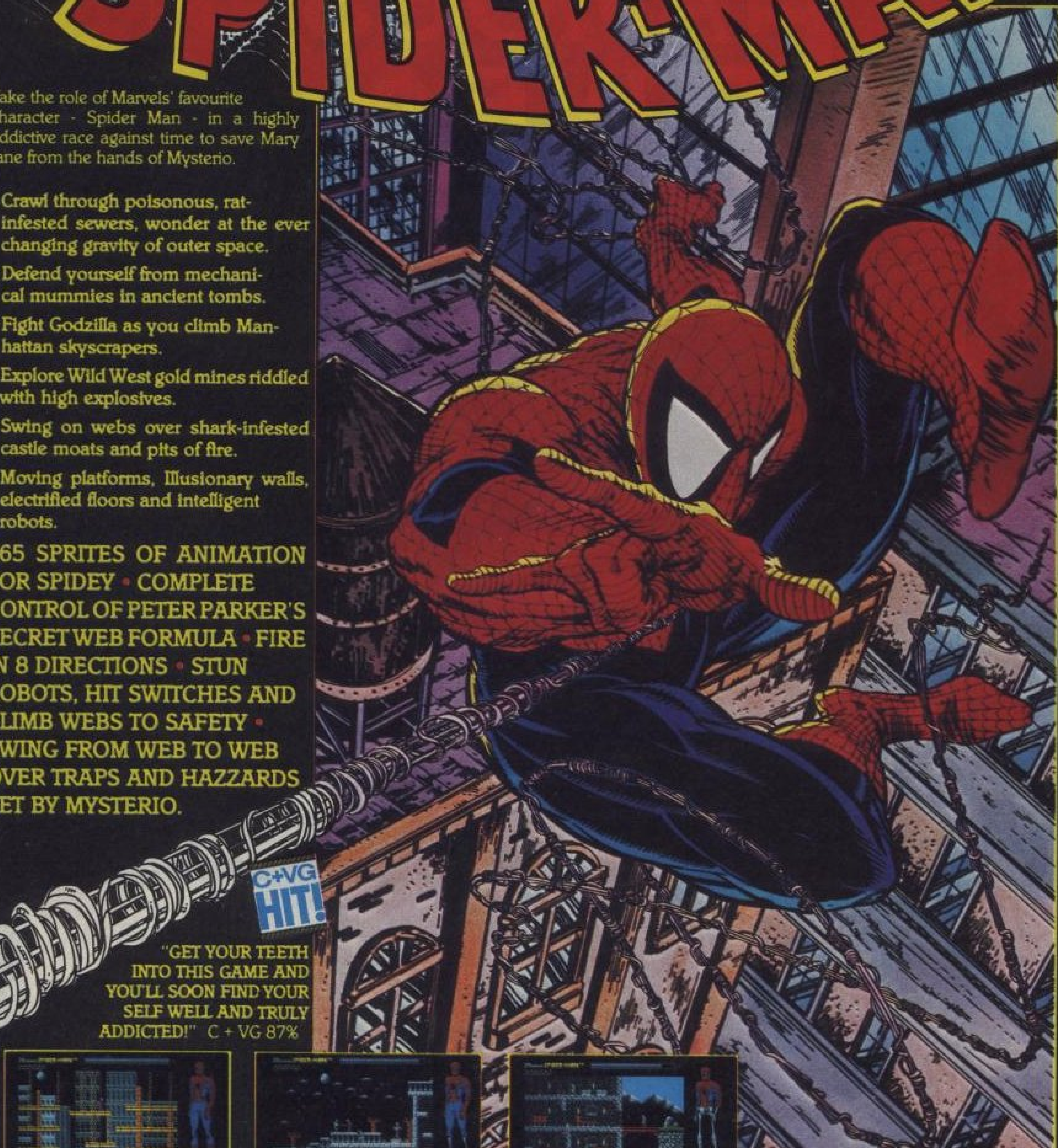
Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

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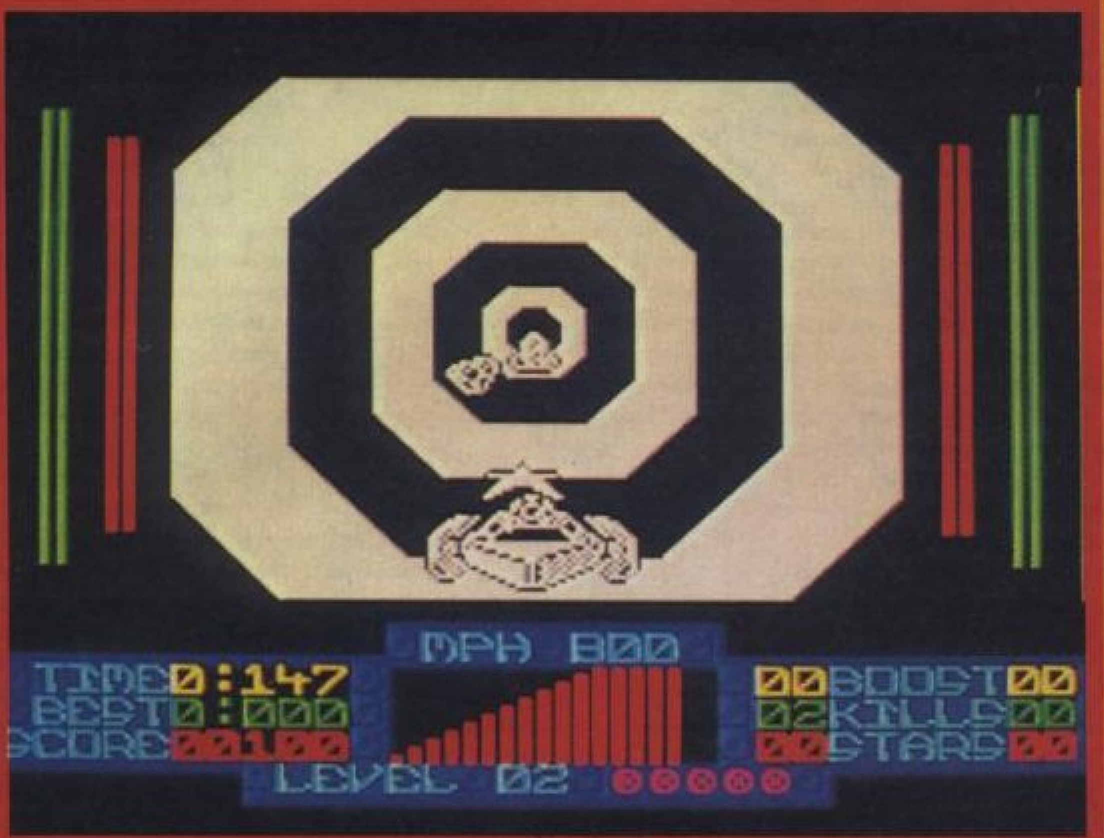
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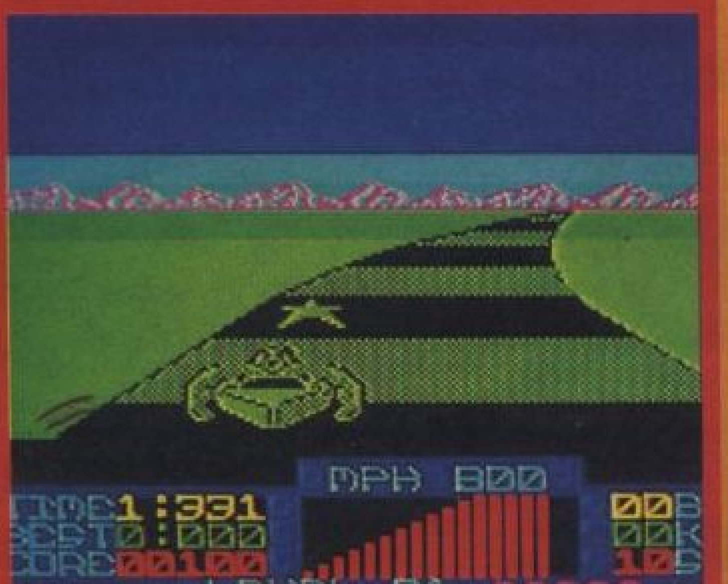
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Tengen/Domark ■ £9.99 ■ £14.99

S.T.U.N. RUNNER



NICK Spectrum games went through a phase of being ultra slick in presentation and graphics around 1987. The programmers seemed to be bettering themselves all the time with great loaders and groovy graphic effects in all their creations. It's logical then to assume that games now should be mindblowing. Unfortunately not. The best of the older programmers have trickled over to the 16-bit computers and we're left with badly put together games like *S.T.U.N. Runner*. It could easily have been written back in the early days of computing when a block moving across the screen got a CRASH Smash. The tunnel effect where black and white strips shoot out of the screen just destroys your eyesight after one game. I'm seriously thinking of sending Domark my next optician's bill! There is simply nothing interesting to do. You just fly about a bit in your craft, collecting stars and shooting the nasties. A bit of a miss.

33%

Come with me to the 21st century when the top sports event is S.T.U.N. (Spread Tunnel Underground Network) racing. Racing in the S.T.U.N. ship, 24 tortuous tracks await your skills as you aim to qualify for the Ultimate Challenge. The tracks are not free of obstacles: a variety of enemy craft stand between you and the top accolade of the S.T.U.N. racing world.

The Train is harmless but blocks your path, Mag Cycles are small and fast moving, Drones move in packs and intelligently block your path, Armoured Drones are like normal Drones but are indestructible and Flyers drop bombs on your bonce.

Help is at hand. You start the game with lasers and a press of the fire button will atomise all attackers (bar armoured drones). Also by collecting enough of the stars that appear along the route you can stock up with shockwaves (a sort of smart bomb). These stars also indicate the best route to take through the twisting tunnels. Not following the stars slows you down and time is of the essence 'cos each level is played against the clock.

Ideally, you should keep your speed up (as if you needed to be told): to this end watch out for the booster pads as these warp your craft to 900 mph for a short time.

Sounds great, doesn't it? But oh dear, oh dear: *S.T.U.N. Runner* is decidedly naff. For a start the graphics look as if they've fallen through a timewarp from the early days of the Speccy. The main sprite is OK but, try as I might, I couldn't tell what the hell the attackers were (one actually looks like a mobile dog poo). All I could find to do was to collect objects and blast the indescribable enemy craft. Plus playing this could damage your eyesight! One of the tunnel designs is so eye warping you can literally see moving patterns on your peeper as you look away from the screen. Immense fun in the arcades, but on the Speccy *S.T.U.N. Runner* does not provide the excitement or thrills to make it a reasonable game.

MARK 25%

RATING

One of Domark's rare turkeys, fans of the coin-op and anyone else should steer well clear

PRESENTATION	35%
GRAPHICS	32%
SOUND	40%
PLAYABILITY	37%
ADDICTIVITY	36%
OVERALL	**29%**

3-D PINBALL

Mastertronic Plus ■ £2.99 ■ rerelease

Despite the inlay and the software referring to totally different games this is quite a reasonable attempt at pinball. The game on the inlay is called *3-D Pinball* and on the tape it's *Pinball Power*!

All the features of a normal pinball table are here. Bonus dials, rollover lanes, bumbers, hairpins, targets and of course the all important flippers have all been included (it's a good job the flippers have or you wouldn't have much fun!).



The board is drawn 3D style, tilted stightly backwards and the ball goes in front of and behind the various obstacles very convincingly. My main moan is that there's only one pinball table to choose from. This severely restricts playability as you very easily get fed up of going through the same motions and hitting the same bonus targets all the while. The main aim in this seems to be to get the biggest score possible, but this just does not excite me. *3-D Pinball* is a very basic pinball simulation and lacks lastability.

NICK

RATING

OVERALL 40%

loopz

Audiogenic Software ■ £10.99 ■ £14.99

Strange games that involve selecting shapes and placing them in correct positions seem to be all the rage lately. We've had *Pipemania*, *Pick 'N' Pile*, *Puzznic* and now along comes *Loopz*.

The thing about most of these games is that they're all based around a similar idea so if you've played one you've played them all really. *Loopz* is very similar to *Pipemania* without the rush to get a pipe finished before the water flows.

It contains three different game types. Game A is the most basic. All you have to do is create loopz with the assorted playing pieces provided. The higher the level you play, the more points scored; make more than 25 loopz and an extra life is yours. In Game B you still have to make loopz from the pieces but now you have a target score to aim at. Creating a loop that is equal or above the target gives you access to the bonus game.

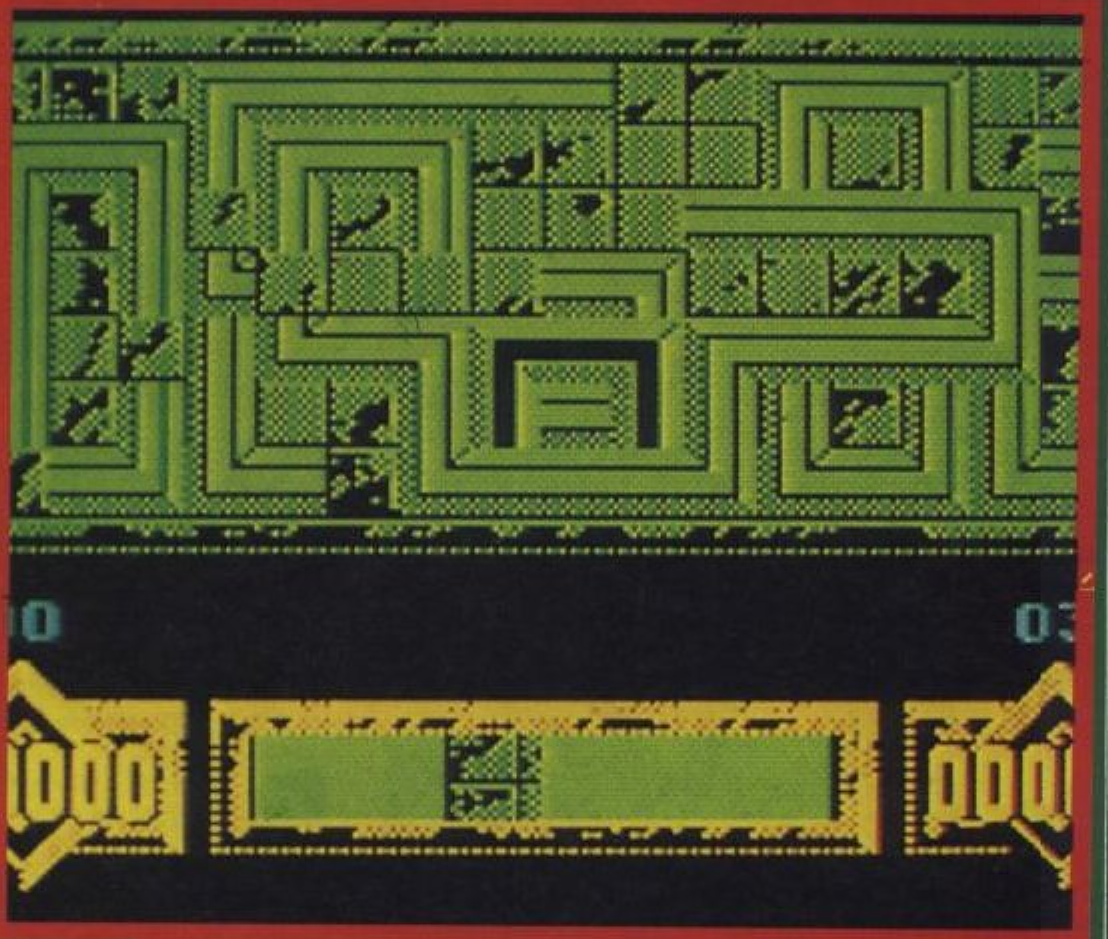
Game C is the best of the lot. You're shown a shape on-screen and then pieces are removed from it. You have a limited time to place back all the pieces where they should go. If you get it wrong you lose a life and start again (this gets more like *The Krypton Factor* all the time!). Thankfully a password system is used so you don't have to play the simple ones over and over.

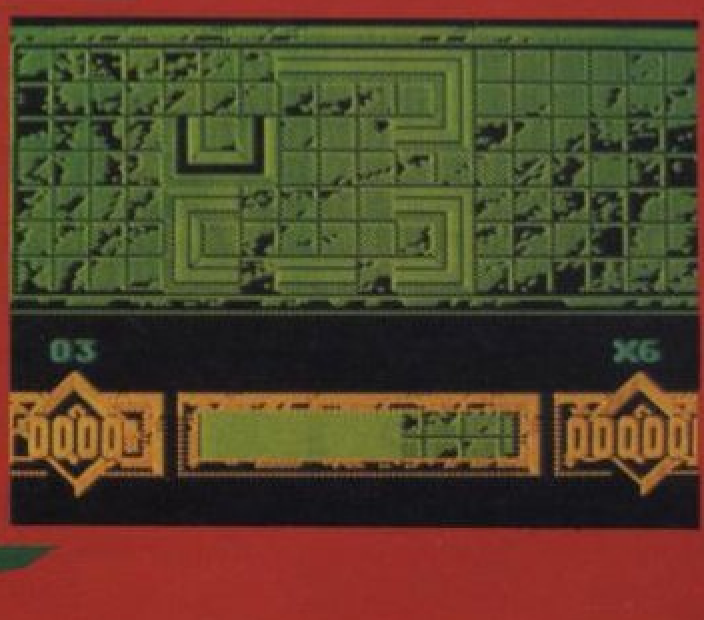
All the games in *Loopz* play very slickly with lots of shading on the graphics and music running continuously. Three tunes that can be selected on the main menu screen, or you can turn the music off altogther which is a thankful option as it can grate after a while. Playing is a frustrating affair at first, but when you suss out the menu system and select better options than the default selection you start to have some real fun. *Loopz* is simple but highly addictive and is enjoyable to play. How long your interest will be sustained is another matter — I don't think I'll be playing this in a month's time.

NICK 70%

MARK Some people may get their kicks from shoving blocks around the computer screen... but sadly my interest in this style of game is wearing thin. Not that this is awful, indeed if you like block puzzle type programs this may be just up your street. The timer adds a certain amount of angst to the proceedings and the graphics, although rather simplistic, do their duty. It's in the playability department that *Loopz* stumbles, and while it's fun for a while my interest wasn't held for very long.

72%





RATING

An enjoyable puzzle game that lacks lastability

PRESENTATION	71%
GRAPHICS	70%
SOUND	75%
PLAYABILITY	70%
ADDICTIVITY	70%

OVERALL 71%

HAWK STORM



Players Software ■ £2.99 ■

No, this game is not a variation on the 'raining cats and dogs' theme, the *Hawk Storm* is in fact you! You're a brave warrior of the planet Edos and the only hope your people have of survival.

The planet Edos has only one source of life energy: giant capacitoid crystals that store energy by day and regenerate it during the icy cold nights. The evil Neviks have stolen all but two of these crystals making it impossible to sustain normal life on the planet. All the people but you have gone into a Life Suspension Program — you must succeed in your mission to retrieve the crystals or your whole world will be destroyed!

Hawk Storm looks good with its highly coloured graphics and animated backdrops but don't be fooled by appearances. The game plays like a wet sock. Your character attempts to move across the screen but is stopped by invisible blocks. This makes the game exceedingly annoying. When you realise you can't move normally in the game you adjust the way you play and start to actually get somewhere. Running about carelessly is impossible: you have to save every drop of energy you've got and plan each move before you try to move on. *Hawk Storm* is really about trial and error. You do something, find out it kills you, and try a different move next time round.

Hawk Storm needs perseverance if you're to get anywhere. You may find the movement annoying but don't give up, there is a game in here somewhere.

NICK

RATING

OVERALL 54%



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exterminator

Audiogenic ■ £9.99 ■ £14.99

It's no easy life being a bug exterminator, but utmost loathing of creepy crawlies should give you the determination to succeed in Audiogenic's latest: seven levels, each one a houses, filled with more bugs than you could swing a fly swatter at!

Each house consists of five areas: a bathroom, a basement, a garage, a kitchen, a bedroom and an attic. Your objective is to move from room to room swatting the horrid things that lurk there. An optional two player mode has been included if you feel you need moral support.

Each exterminator takes control of a disembodied hand which can perform several tasks. You can fire a gun, pound the insects to pieces or grab and attempt to squash them. The game is viewed vertically with the current room stretching up the screen, your attackers zooming down at a vast rate of knots. These take on many guises and include wasps, spiders, rats, frogs and mosquitoes.

Along the bottom of the screen is a list of rooms still unvisited: the idea (apart from killing bugs) is to squash the ground based creatures on one lane of tiles. Each death turns one tile black and when they're all the same colour you move to the room indicated. Erm... it's easier to play than explain.

Energy is lost through contact with the creatures, but juice bottles occasionally appear to top you up; also watch out for the secret warp that takes you to the next house.

Exterminator is based on an arcade coin-op: I've seen it and it looks well weird... very much like the computer conversion. Graphics have been digitised from the arcade parent, and are very detailed. The going is tough. While the first few rooms are fairly easy to clear, by the time you reach the second house the action is fast and furious. *Exterminator* is a load of fun — even if it is a little strange.

MARK 86%

NICK *Exterminator* is one weird game! You play the part of an exterminator (believe it or not!) and have to rid the houses in the game of all their bugs. You do this by either grabbing, shooting or pounding them to death (lovely). To add extra annoyance there are also things you cannot kill easily. Bees come up and sting you if you don't shoo them away, tanks fire at you and you can even get shot by a squirty bottle! The backgrounds used on each of the rooms in the house are excellent, packed full of detail and all in glorious 3D. There are also a few tunes and ditties to listen to. *Exterminator* is no ordinary shoot-'em-up: prepare to play something a little different. Fast and frantic action all the way!

78%





RATING

Don't just sit there, get your fly swatter out and join in the fun.

PRESENTATION	80%
GRAPHICS	85%
SOUND	79%
PLAYABILITY	78%
ADDICTIVITY	75%
OVERALL	**81%**

WORLD CHAMPIONSHIP SOCCER

Elite ■ £9.99 ■ £14.99

Elite releasing a football game? Nah, it must be a dream. Hang on! It's true!! *World Championship Soccer* is here, many moons after the World Cup finished, but what the hell. And, after reviewing six billion footy games in the last few months, I've run out of soccer jokes. So, this is what the game's all about.

Choose from three options at the beginning: World Cup competition (one-player against computer, no team selection), a one-player (against computer and choose your team) or a two-player game. A world map pops up then and from here, using the pointer, you can pick, from 24 countries, which teams you want to play against. Having made a choice you continue by picking individual players for your team.

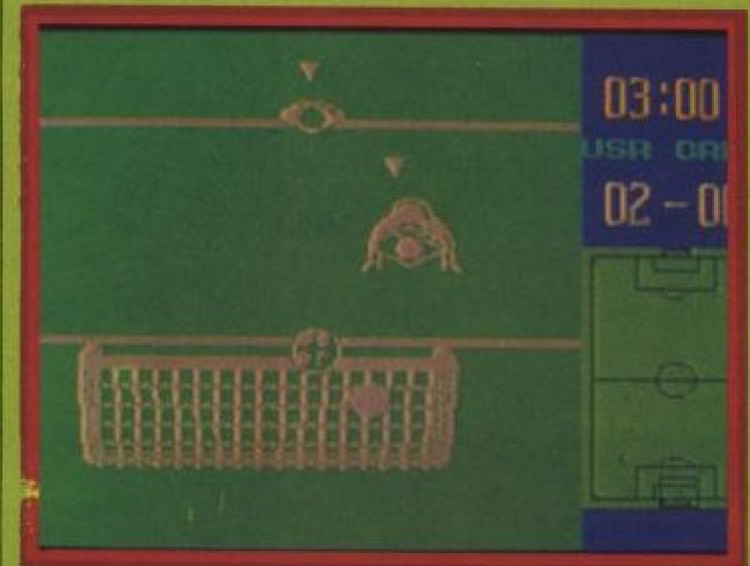
The individual attributes of each team member are shown: choose eleven players and hit the pitch. There are six groups of four countries all playing for a place in the final game. Only the top two teams in each group will qualify for the next round, along with four of the remaining third placed teams. Unlike most other football games the time for each match isn't changeable: like real footy matches the game is played for 45 minutes (computer time). You view from above and the player under control is marked by a pointer.

All the usual features such as corner kicks, throw-ins and goal kicks are here, but despite some good options, the graphics leave a lot to be desired. Okay — lots of spritey guys running up and down a pitch are never particularly spectacular, but these look like deformed dwarves. Also, the loss of choice to change the game timer is a bad move: the game doesn't actally last for 90 minutes, but at times it seems like it!

MARK 58%

NICK The game takes ages to load. And *then* there are all the options to wade through! It's a pity that, after all that, the actual soccer sim isn't up to much. Large, awkward moving players jolt about the screen, and scoring goals is dead easy as opposing players don't appear too keen on tackling. What makes *World Championship Soccer* better than other soccer games about at the moment is its league system. You can work your way to the top in true World Cup style and have full control over the team you play and the players you put in it. The inclusion of a bit of humour in this was an excellent idea. When you make a player kick, his leg gets contorted into some strange positions. Yoga on the football field! *World Championship Soccer* is another football game to stick on top of the ever increasing pile. Nothing really new to offer at all.

50%



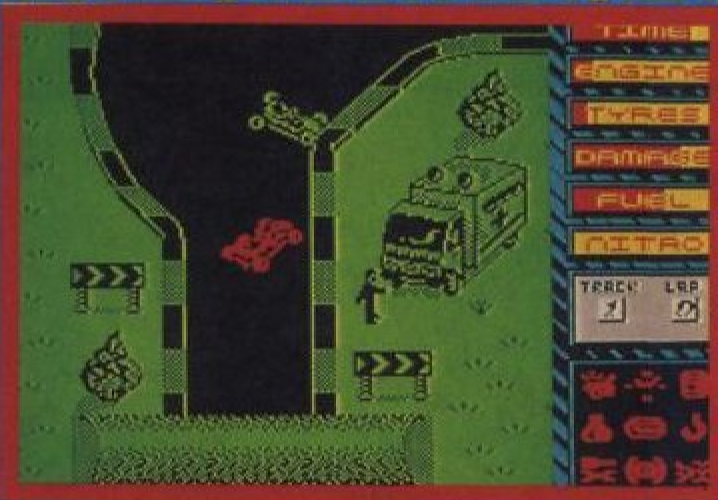


RATING

Better than some recent football games, but still way too late to cash in on the World Cup boom.

PRESENTATION	60%
GRAPHICS	46%
SOUND	43%
PLAYABILITY	46%
ADDICTIVITY	45%
OVERALL	54%

TURBO KART RACER



Players Software ■ £2.99 ■

'Take part in one of the most exciting motor sports known to man!' boasts the inlay. 'Accurate realism!' it yells. Well, what a load of hogwash. Kart racing may be an exciting motor sport in real life but certainly not on the Spectrum.

The game consists of tracks packed full of tight corners and chicanes all drawn in a reasonable way. The cars that zoom around them are all clash free except one, you. As your car is red, whenever you go near the edge of the track or skid off onto the grass you get a large red splodge instead of a kart! It's not as if this were a rare occurence: the way the kart skids each time you attempt to turn a corner ensures you spend more time off than on the race track, especially if you were using the nitro at the time.

Picking up the icons left lying on each track are helpful if you make it to the next stage of the race: clocks for extra time, spanners to repair damage and botttles to give you extra nitro power. The slightest touch of another kart and you both explode into tiny pieces. *Turbo Kart Racer* is a game that I definitely won't be playing again in a hurry.

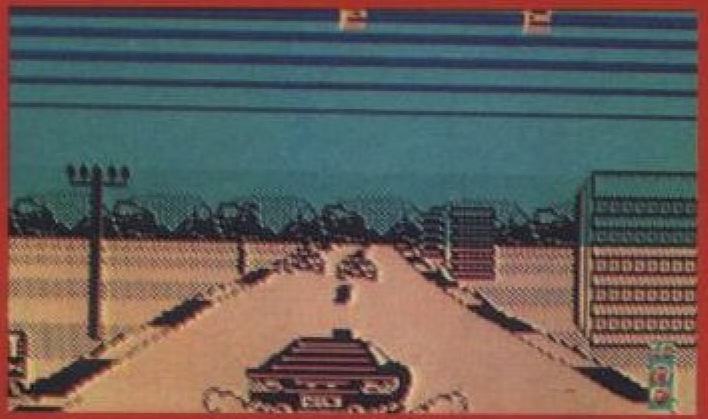
NICK

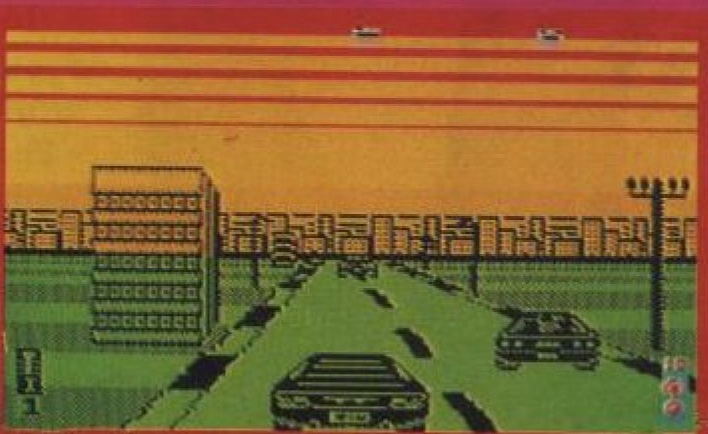
RATING

OVERALL 34%


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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

MIAMI COBRA GT





Players Software
■ £2.99 ■

The perfect setting: Miami on a hot sunny day. You've got your Mustang Cobra GT and a chick in the passenger seat, what more could you want? You set off on the race of your life, through mountain ranges, inner city landscapes, rolling countryside and tree lined avenues.

Each level is made up of four stages which are displayed on the map at the top left of the screen. The route is packed full of sharp bends so glancing at the map occasionally to give yourself advance warning is essential. The two gears on your Mustang are not enough to get you through the game, that's why you have a turbo boost! But beware, you can only use it eight times on each level.

It's a bit of a shame the graphics in *Miami Cobra GT* are not better drawn; the game would almost be on par with such racers as *Lotus Turbo Esprit*. They're not bad though, they just look very 'budget game'. Play is excellent, speeding past all the buildings and zipping around the corners is great fun. *Miami Cobra GT* is tremendous value for money, even if the logo on the inlay is very Miami Vice!

NICK

RATING
OVERALL 78%

FIRELORD

Players Software
■ £2.99 ■ **rerelease**

Medieval characters, 500 detailed locations and full colour, cartoon style graphics make up *Firelord*. The game was originally released in 1986 by Hewson when it got 91% from this very organ. Now on rerelease how will those five years have taken their toll?

Your task is to recover the four charms of eternal youth to give to the evil queen. She has seized the firestone and will only give it back if this small gift is bestowed upon her. You must succeed, brave warrior.

Playing *Firelord* you can't help but notice the similarities to the older Ultimate games like *Atic Atac* and *Sabre Wulf*. The graphics here are a little smaller but the idea of running about a flip screen world dodging nasties and collecting objects is exactly the same. An added feature is the bartering you can do with the townsfolk to get objects and cast spells. The system used in a barter is very confusing if you haven't read the instructions thoroughly — come to think of it they're still confusing when you have! The large play area allows you to explore more and more each time you play, making you come back for go after go. *Firelord* is a little dated as a full price game but as a rerelease I recommend it to everyone who missed out the first time.

NICK



RATING
OVERALL 73%

YOGI BEAR AND FRIENDS IN THE GREED MONSTER



Hi-tec Software
■ £2.99 ■

Yogi's back and he's brought a few friends along with him this time. They've all received a call from Top Cat about how the toys of the world have been stolen and set out to find them. Unfortunately, being dim cartoon characters, they've gone and got captured by the evil Greed Monster! You, as the boisterous bear, now have to find all the toys and rescue your pals from a fate worse than death — the eraser! Oh no! Not the dreaded... (Shut up! —Ed).

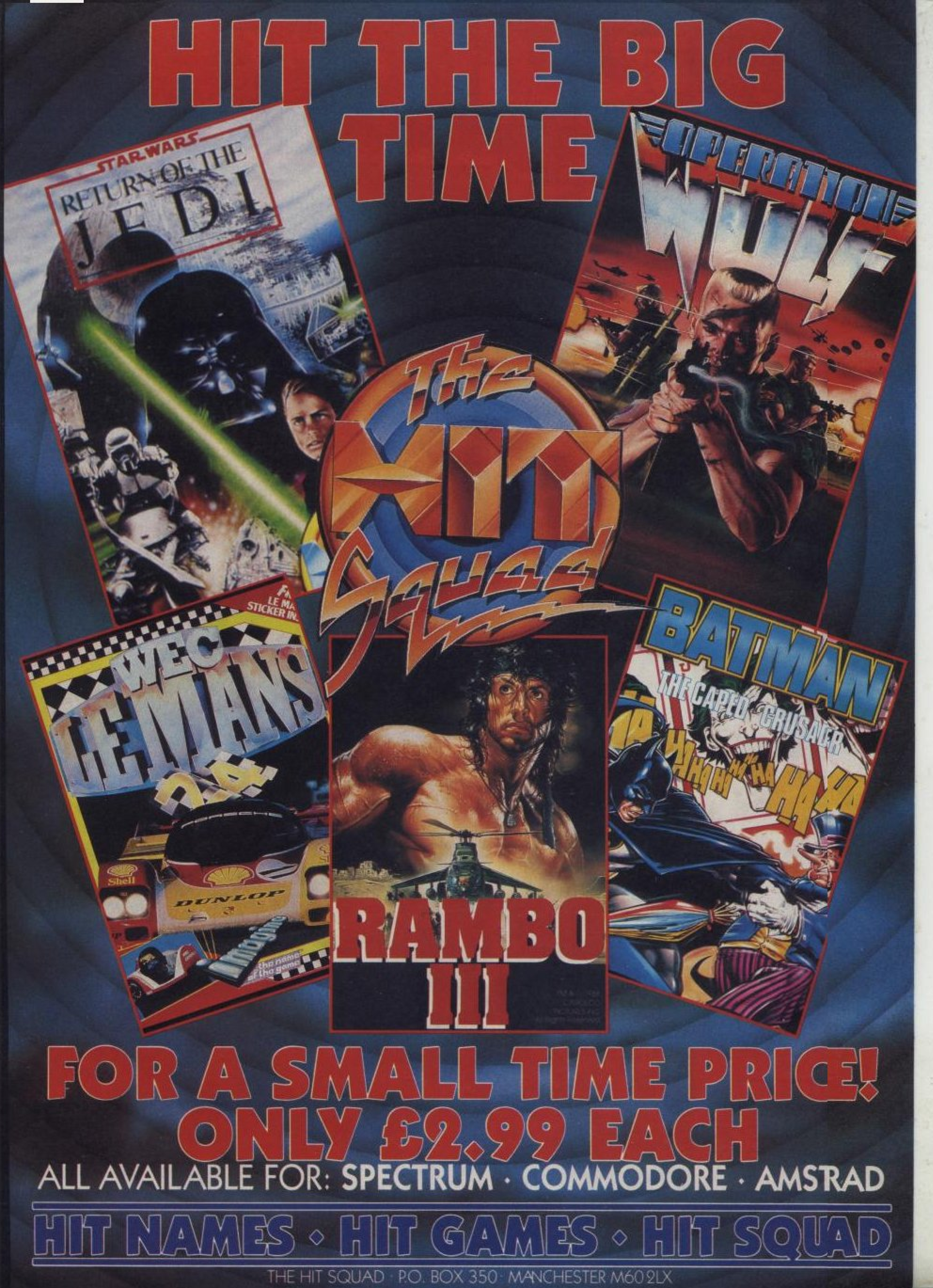
The first thing you think when playing this is... *Top Cat*! The game is basically exactly the same as *TC* with more of the well drawn and coloured graphics and a variety of nastiness to be avoided. Instead of collecting milk to restore your energy you now munch picnic baskets, and items like keys, sweet jars, honey and cans of pop can all be used to your advantage.

YBAFITGM (for short!) is instantly appealling to the younger gamesplayer. The cartoon characters are all recognisable and the simple gameplay is not difficult to master. If you find getting around the aliens in the semi-3D environment a bit hard then fret not! Yogi has been armed with sweets. Firing one at a nasty will soon solve your problem.

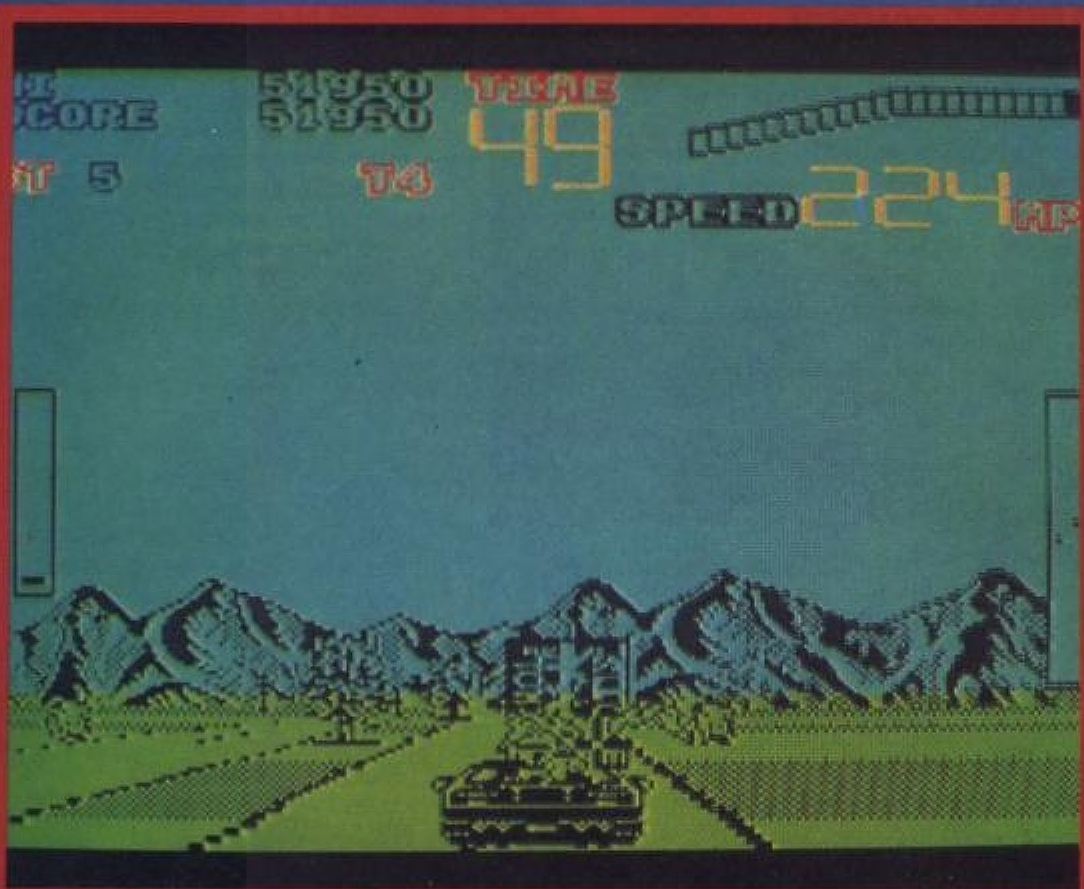
Yogi's latest adventure may not be anything new but I found it great fun to play and quite addictive. I recommend it to all our younger readers: the game gets a little repetitive after a while but you'll still have some good fun.

NICK

RATING
OVERALL 69%


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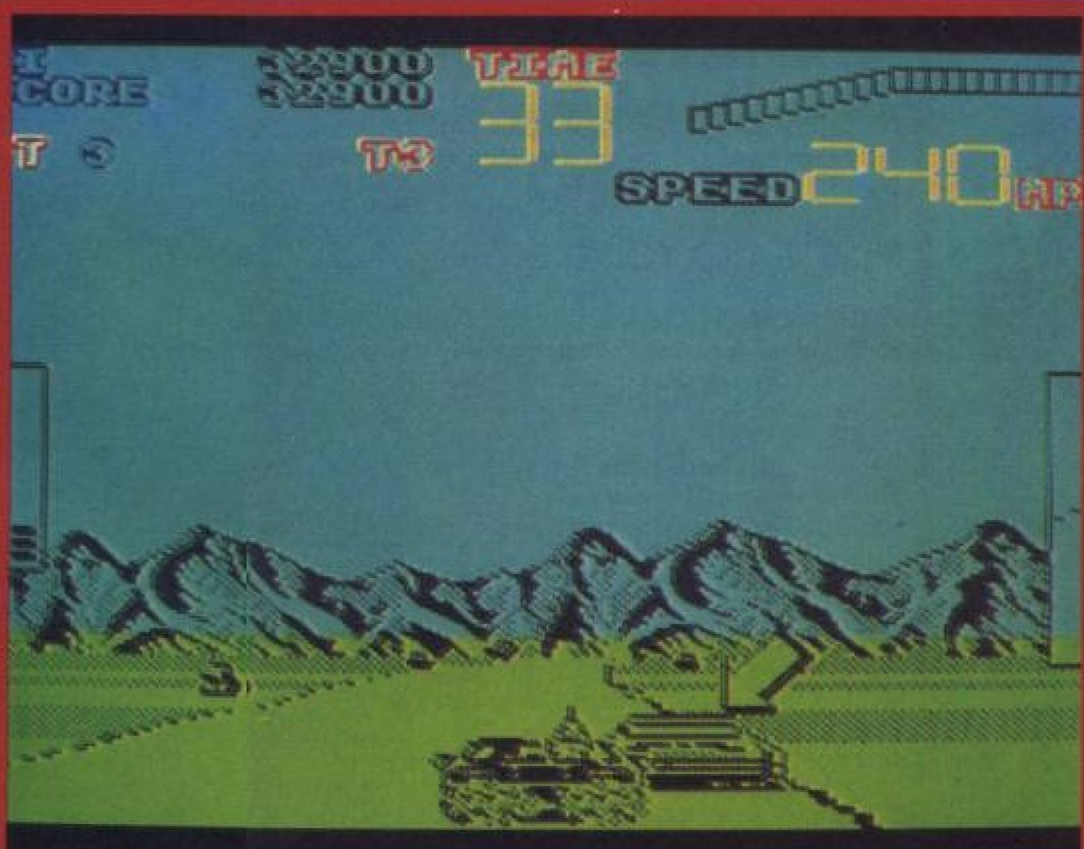




CHASE HQ 2: SPECIAL CRIMINAL INVESTIGATIONS

Ocean ■ £10.99 ■ £15.99

It's demolition derby time again as our favourite cops return to the beat. Ray Broady and Tony Gibson are on the trail of the Mayor's kidnapped daughter Jennifer in their own special way. As Tony's black Porsche 928 was wrecked by his stock car tactics in *Chase HQ* he now drives a trendy red Japanese sports job (well, the car's red in the coin-op).



Five levels of road-racing action make up the game and the objective is to stop the head honcho at the end of each section. An APB (All Points Bulletin) is called at the start of each section and, when you know who to hit, hit 'em as hard as you can.

The chase begins in earnest with you putting pedal to metal in search of a Porsche 911. Of course damned annoying civilians are in the way again, but this time you have a surprise up your sleeve (or rather in your holster): a large 9mm automatic pistol. It's easy to poke your head out of the sunroof and blast away at all and sundry in true *Sledge Hammer* style.

As with *Chase HQ* a timer ticks down, so hit the turbo button as often as possible (though the charges are limited). When the target vehicle is in sight a large arrow appears over it and the blasting fun can commence. A damage meter appears to the left of the screen. This time, instead of ramming the crook's car with your front bumper to nab him, your gun will have to do the job.

As damage increases so does the height of the meter until his car is full of lead and you're moved to the next APB where another chase awaits. When all the bad guys have been captured it's off to a warehouse to rescue Jennifer. The good news is she's still alive, the bad news is you only have thirty seconds to get to her before the warehouse goes BOOM!!!.

I loved the original *Chase HQ* in the arcades, but when *SCI* appeared it seemed to be little more than a continuation of *Chase*. All that really changed was Ray's ability to shoot the villains rather than ram them, and to me half the fun was in smashing the bumper off the crook's car. All I have to say about *SCI* is nice graphics, but gameplay does not go way beyond *Chase*.

MARK 75%



NICK It's a bit of a tradition with sequels for them to be disappointing. *Chase HQ 2* obviously didn't want to break that tradition because it's sadly not much cop. The game isn't all that bad, it's simply too similar to the original in looks and gameplay. You jump into the seat of your flashy car, drive speedily along, then bash into a criminal's car over and over until he surrenders. This you have to repeat time after time until the end of the game. The only noticeable difference between this and *Chase* is that you're now armed with a gun to take pot shots at your target as well as bashing them. Still, *Chase HQ 2* is a great game if you don't have the original.

72%

RATING

A reasonable sequel, but not much more than *Chase HQ* with guns

PRESENTATION	78%
GRAPHICS	74%
SOUND	70%
PLAYABILITY	69%
ADDICTIVITY	68%

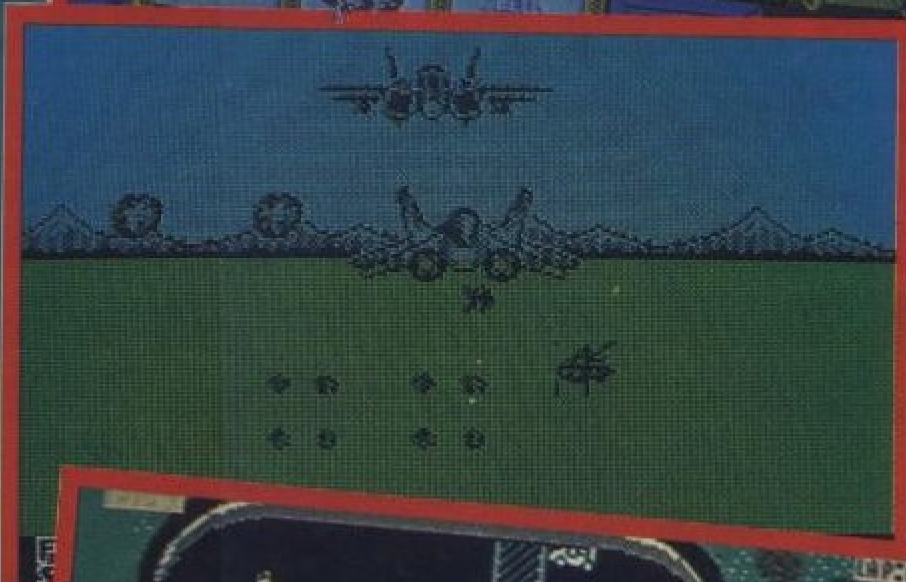
OVERALL 74%

IT'S A SIZZLER!!

CRASH Compo

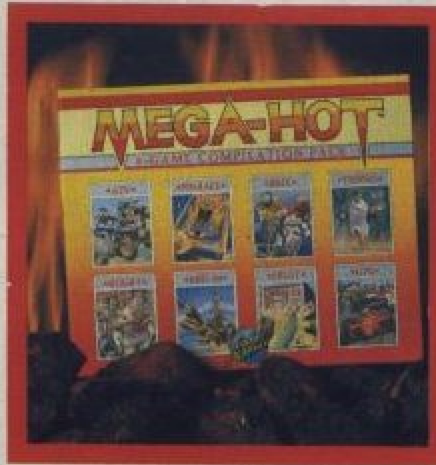








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The *Mega Hot* compilation is burning into the shops now and features eight — *eight!!* — of CodeMasters' **top-selling titles. There's *ATV Simulator, Advanced Pinball Simulator, BMX Simulator, Pro Tennis Simulator, International Rugby Simulator, MiG-29 Soviet Fighter, Fruit Machine Simulator* and** *Grand Prix Simulator*! **What a lot it's got! Total value of all eight games is nearly £24 but you can play the lot now for the snippy price of £9.99! Yippee!**

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Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

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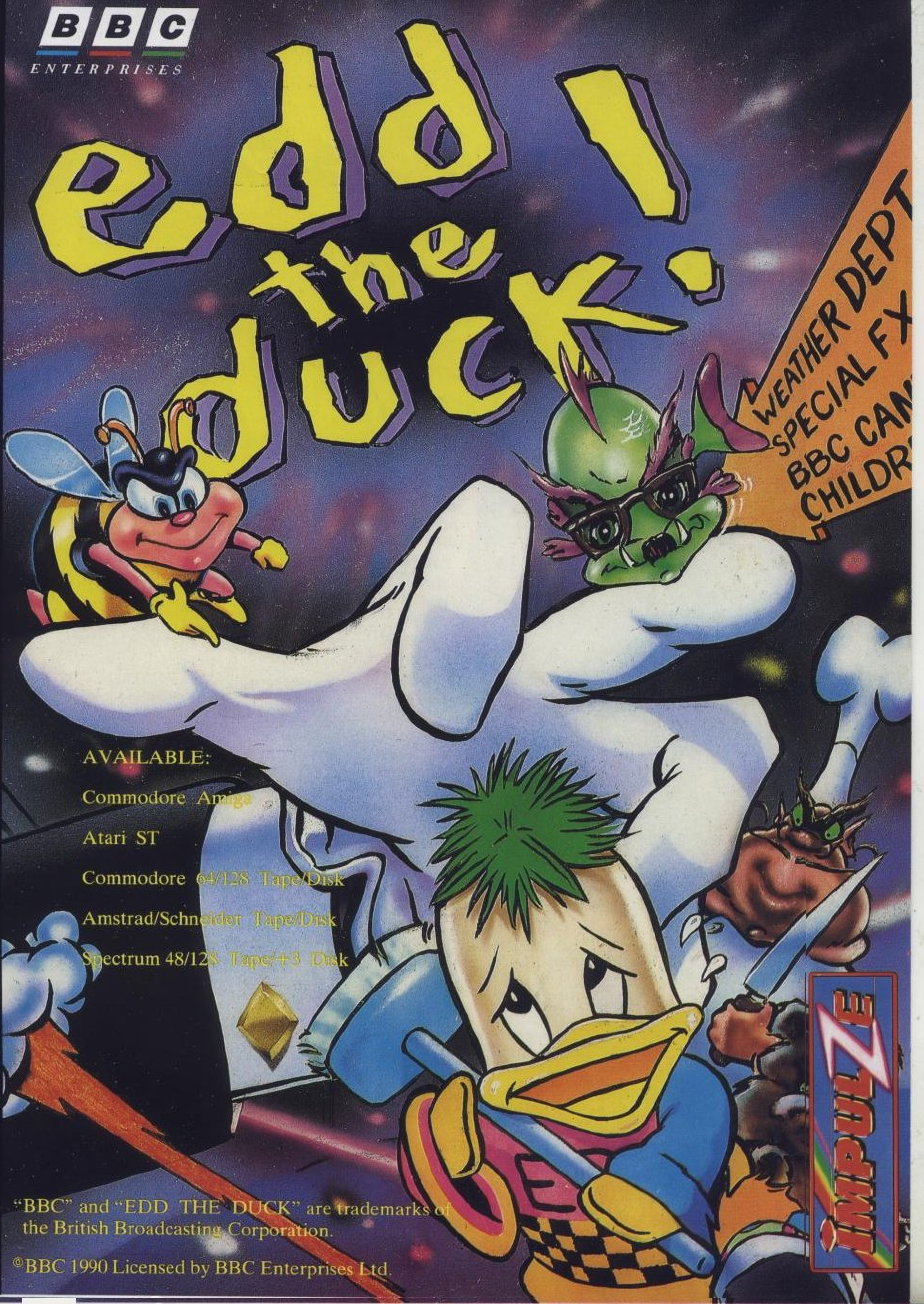
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THE ONE - 90%
"Simplicity is the spice of life and PANG is a spicy product....The urge to have just one more go is ever present. "OCEAN has gone to great pains to re-create the look and feel of the coin-op as accurately as possible."
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OCEAN have come up trumps again. "Simple and enjoyable games like PANG don't come around too often...The sheer addictiveness will keep you coming back!"
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SINCLAIR USER - 95%
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bounce go
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